

Parkfield Ranch Rodeo Rules:

Draw Calf Branding:

Enter Once. Rodeo secretary will draw Four person teams. Each team will rope half the cattle clean around the neck or neck with one front leg then switch with ground crew. 4-minute time limit until cutoff established. Cattle must be stretched with the ropes on both front and both hind feet before brand can leave paint can. Figure 8 on hind feet must be reset. Any unnecessary roughness, including running cattle into a fence, will result in disqualification. Time stops when iron is in bucket. Iron cannot be thrown into bucket to call for time. Branding iron/placement will be determined at start of event. NO Finals. Cash payout & awards to winners.

Junior Calf Branding:

Enter Once. 13&Under Boys & Girls *as of 1/1/2024* Two-person team. Pick your partner. One head. 4-minute time limit until cutoff established. Cattle must be stretched with the ropes on both front and both hind feet before brand can leave paint can. Figure 8 on hind feet must be reset. Any unnecessary roughness, including running cattle into a fence, will result in disqualification. Time stops when iron is in bucket. Iron cannot be thrown into bucket to call for time. Branding iron/placement will be determined at start of event. NO Finals. Cash payout & awards to winners. Money won counts towards JR. All-Around ONLY.

Ladies Calf Branding:

Enter Once. Ladies Only. Two-person team. Pick your partner. Two head. 4-minute time limit until cutoff established. Cattle must be stretched with the ropes on both front and both hind feet before brand can leave paint can. Figure 8 on hind feet must be reset. Any unnecessary roughness, including running cattle into a fence, will result in disqualification. Time stops when iron is in bucket. Iron cannot be thrown into bucket to call for time. Branding iron/placement will be determined at start of event. NO Finals. Cash payout & awards to winners.

Two Man Sorting

Enter twice. Different partners for each entry. Cattle will be sorted in number succession from number called by announcer. There are ten: 0-9. Any number out of order will result in a no time. 1 ½ minute time limit. NO Finals. Cash payout & awards to winners.

Team Penning

Enter Once. Three-person team. Cattle # will be called by announcer when team passes line in arena. 2-minute time limit. Any 4 can cross the line at once, anymore then 4 results in a disqualification. All wrong numbered cattle must be back across the line with the herd before you can call for time. Any qualified time with 3 head penned will trump a faster time with only 1 or 2 head penned. Unnecessary roughness on cattle with result in disqualification. Finals Event. All-Around based on money won in long-go.

Barrel Race

You may enter twice. Must be a different horse. Men and women can enter. All money counts towards all- arounds. 1st division fastest time ran, 2nd division 1/2 second off, 3rd division 1 second off, 4th division 2 seconds off. Finals event. All-Around based on money won in long-go.

Junior Barrel Race

Enter Twice. Must be a different horse. 13&Under Boys& Girls *as of 1/1/2024* Placings on fastest time, no categories. Finals Event. All-Around based on money won in long-go. Money won counts towards JR. All-Around ONLY.

Sort & Rope

Enter Once. Two-person team. Time starts when team crosses a line in the middle of the arena. Team will ride to end of the arena where they will enter a small pen and bring one steer out of pen into the arena, they will head then heel steer. Gate must be shut before team can rope steer. Allowing more than one steer in the arena at any time is a disqualification. Five second penalty for one hind leg. Three legal head catches: two horns, 1/2 head or neck. Two loops. If muleys used slick neck only legal head catch. Finals event. All-Around based on money won in long-go.

Ladies Break-Away Roping

Enter Twice. Legal head catch – Neck ONLY. A bright flag must be tied to end of rope. Roper will come from behind a barrier out of the HEELERS box. Broken barrier will be a 10 sec. penalty. Electric Eye will be used. Finals event. All-Around based on money won in long-go.

Junior Break-Away Roping

Enter Twice. Legal head catch – Neck ONLY. 13& Under Boys & Girls *as of 1/1/2024* A bright flag must be tied to end of rope. Roper will come from behind a barrier out of the HEELERS box. Broken barrier will be a 10 sec. penalty. Electric Eye will be used. Finals event. All-Around based on money won in long-go. Money won counts towards JR. All-Around ONLY.

Amateur Team Roping

Enter twice. Must be different partners. World Series #9.5 Team OR less. PRCA rules. Cattle chute run. Five second penalty for one hind leg. 10 second barrier. Electric eye will be used. Finals event. No Switch Ender Teams. Does NOT count towards All-Around (Men, Women's, Junior).

Open Team Roping

Enter twice. Must be different partners. PRCA rules. Cattle chute run. Five second penalty for one hind leg. 10 second barrier. Electric eye will be used. Finals event. All-Around based on money won in long-go. No Switch Ender Teams.

Junior Team Roping

Enter Twice. Must be different partners. 13&Under Boys & Girls *as of 1/1/2024* PRCA Rules. Cattle chute run. Five second penalty for one hind leg. 10 second barrier. Electric eye will be used. Finals event. All-Around based on money won in long-go. No Switch Ender Teams. Money won counts towards JR. All-Around ONLY.

Steer Stopping

Enter Once. Roper will start from behind a line at catch pen end of arena. When roper crosses line, time will start, and steer will be released from roping chute. Three legal head catches horns, 1/2 head, and neck. Time will stop when steer is facing horse, and both are on all four feet. Jerking cattle down over backwards will be automatic disqualification. One loop. Finals event. All-Around based on money won in long-go.

Mixed Ribbon Roping

Enter Twice. Must be different partners. Two-person team, one man and one woman. Either person can rope. Roper will come from behind a barrier out of the roping box. Runner must start from inside designated circle, may leave circle when chute gate opens. Steer must be standing when ribbon is taken from tail. No jerking cattle down. Runner will pull the ribbon or part of the ribbon off steers tail and return to circle for time to stop. One loop. Men and women may enter twice. No switch end entering allowed. All money counts towards all-arounds. Finals event. All-Around based on money won in long-go.

Cowboy Doctoring

Enter Once. Three loops. Three-person team. Contest will be run in groups. The team must head then heel a steer, put ropes on both front and both back feet then mark head with chalk. A roper may dismount to help get animal on ground but cannot tie off. All three team members must be mounted back on their own horses before flag will be dropped. 3-minute time limit. Finals event. All-Around based on money won in long-go.

Double (Cowboy) Mugging

Enter Twice. One loop. Two Person Team. The team must head the steer, the rope must be clear of horse when roper dismounts, must tie down any 3 legs of steer and wave for time. Steer must remain tied by 3 legs for 6 seconds. All-Around based on money won in the Finals (one header). There will be no slack/long go. Ran on Saturday and Sunday during the Finals.