



2017 Early Californios Skills of the Rancho

The Early Californios Skills of the Rancho is organized into four divisions of events:

- Open Doctoring (three person team)
- Novice, Intermediate, Junior & Youth Doctoring (1 person plus helpers)
- Mixed / Ladies Doctoring (2 person plus helpers)
- Ranch Horse

The Novice, Intermediate, Junior & Youth Doctoring and Ranch Horse events are scored as individual events. You can designate helpers but the helpers are not scored; some restrictions apply to the helper designation (see descriptions below)

The Open Doctoring is a three person team event in which all members are scored.

The Mixed/Ladies Doctoring consists of two entrants plus helpers. You can designate helpers but they are not scored; some restrictions apply to the helper designation (see descriptions below).

Ranch Horse events are organized by class within these divisions:

Open: Open Classes are for any participant who desires to compete at the highest level of horsemanship, roping and cattle work. All professional horsemen/women and stockmen/women should compete in this class.

Intermediate: Intermediate classes are for those who are more experienced and refined riders or ropers than those with the basic skills of a novice.

Novice: Novice classes are for those with the most basic riding or roping skills. Judges may bump a rider up to Intermediate class at their discretion.

Junior (edited): Junior classes are for youths 12-17 years of age as of the first day of the event.

Youth (edited): Youth classes are for youths 6-11 years of age as of the first day of the event.

Green Novice: This class competes only in Ranch Horse and is for the very inexperienced beginner rider /roper who just wants to get their feet wet and try this style of competition.

Green Youth/Junior: This Ranch Horse class is for the young rider just getting started.

NEW THIS YEAR: *If, one month after entries open, any spots remain in any class, participants from the overflow list will be allowed to enter a second time until all available spots are filled. Entrants desiring to enter any class more than once should check that box on the entry form to be placed in order of entry onto the overflow list. Once a class is filled a waitlist will be started in the event there are cancellations or no-shows. This will apply to all classes until the limits as shown in the Rules & Scoring are met. If class limits are met in the initial entry group a waitlist will be started and no overflow (second entries) will be allowed. If class limits are not met, we may, at show secretary's discretion, add to any class with available spots from another class.*

All entry fees are non-refundable unless class is filled by the time of the event.

Open Doctoring Event

Open Doctoring (reata only)

A 3-person team enters the arena and ropes two specified head of cattle out of the rodear. Once the first head is roped and gently laid down the third team member sets ropes on both front and both hind feet. After ropes are set the team releases the animal back into the herd, resettles the herd and then proceeds to catch and set ropes on the next animal. Time stops when the third team member is mounted after the last ropes are set. There is a 10-minute time limit for both head to be roped and laid down with ropes set; time recording stops between animals.

The top 8 will be auctioned off in a Calcutta for Sunday's 2-head, fresh start finals.

Entry Form Notes: The 3-Person Doctoring event is for Open (experienced) riders. Only 20 team spots are available. The captain of each team enters that team on his/her entry form and pays for the entire event (hopefully, you can collect the individual fees from your teammates). The captain must specify a Team Name and the names of the two partners. If you are not sure of the partners, make some names up for now.

Amateur Doctoring Events

Note: Participants in Amateur Doctoring can use any rope over 45 feet.

Entry Form Notes: 20 spots are available for Intermediate and Mixed/Ladies Doctoring. 15 spots are available for Novice, Junior and Youth Doctoring. See note above regarding full classes and waitlists.

Intermediate Doctoring

This is a 1-head roping consisting of one intermediate roper paired with one more experienced roper of their choosing. The partner must be entered in some other event but is not judged in this event.

One team member enters the rodear and ropes a specified animal while his or her partner holds rodear and helps get the animal clear of the herd for heeling. When the animal is laid down and in control it is released by a provided ground crew. The time stops when the animal is stretched between ropers that are facing each other. There is a 6-minute time limit; the animal must be headed by the 4-minute mark. Herd holders are provided.

Novice Doctoring

This is a 1-head roping consisting of one novice roper paired with another experienced roper of their choosing. The partner must be entered in some other event but is not judged in this event.

One team member enters the rodear and ropes a specified animal while the teammate holds rodear and helps get the animal clear of the herd for heeling. When the animal is laid down and in control it is released by a provided ground crew. Time stops when the animal is stretched between ropers that are facing each other. There is a 6-minute time limit; the animal must be headed by the 4- minute mark. Herd holders are provided.

Mixed / Ladies Doctoring

This is a 1-head roping consisting of one lady and one gentleman or two ladies along with a third rider of their choosing (we will assign one if team doesn't have one). Youth and Juniors are encouraged to enter this event. The third rider/helper MAY NOT ROPE and is not judged in this event, however must be entered in the competition.

The two participants and helper enter the arena and wait for Judge to assign a cattle number. One team member enters the rodear and heads a specified animal while their teammate and helper hold rodear and help get the animal clear for heeling. Second teammate then heels the animal and time stops when the animal is stretched between the two teammate ropers that are facing each other. When the animal is laid down and in control it is released by a provided ground crew. There is a 6-minute time limit; the animal must be headed by the 4-minute mark. Herd holders and ground crew are provided.

***Entry Form Notes:** The captain of each team enters that team on his/her entry form and pays for the entire entry (hopefully, you can collect the individual fee from your teammate).*

Junior Doctoring

One team member enters the rodear and ropes a specified animal while his or her partner holds rodear and helps get the animal clear of herd for heeling. A parent or more experienced partner ropes with the youth, keeps them safe and helps them to get the best run they can put together. The partner is not scored and does not need to be entered in other events of the show.

When the animal is laid down and in control it is released by a provided ground crew. Time stops when the animal is stretched between ropers that are facing each other. There is a 6-minute time limit; the animal must be headed by the 4-minute mark. Herd holders are provided.

Youth Doctoring

One team member enters the rodear and ropes a specified animal while his or her partner holds rodear and helps get the animal clear of herd for heeling. A parent or more experienced partner ropes with the youth, keeps them safe and helps them to get the best run they can put together. The partner is not scored and does not need to be entered in other events of the show.

When the animal is laid down and in control it is released by a provided ground crew. Time stops when the animal is stretched between ropers that are facing each other. There is a 6-minute time limit; the animal must be headed by the 4-minute mark. Herd holders are provided.

Ranch Horse Events

***Entry Notes:** Entries are limited to 5 spots per class, or 15 spots per division (Open, Intermediate, Novice, Junior and Youth). If your event is full, you can specify on the entry form to be added to a wait list, see New This Year note on Page 1 for details.*

General Rules for Ranch Horse Events:

- *Open riders entered on a team in the Open 3-Person Doctoring event have first rights to the Open Ranch Horse Division events. Select the waiting list option if you want to enter an Open event but you are not a member of an Open 3-Person Doctoring team. You will not be charged until your entry is confirmed.*

- *Going off pattern in the dry work does not result in disqualification, however a penalty will be assessed to rider's overall score.*
- *Open riders must arrange for their own turnback riders and heelers. Any designated helper must be entered in the competition.*
- *Amateur riders (Novice, Intermediate, Green Novice, Junior, Youth and Green Youth) may choose their own helpers or we will assign for them.*
- *Helpers in the Novice and Intermediate classes must be entered in the competition. Helpers in the Green Novice, Junior, Youth and Green Youth do not have to be entered in the competition (i.e., a parent).*
- *Shot points as awarded in Doctoring classes apply to all catches in the cattle work portion of the Ranch Horse classes.*
- *In all Ranch Horse cattle work, rider gets two loops to get the animal headed. If the animal is not headed rider will receive a zero (0) score for this portion of the event.*
- *Speed is not as big a factor in this event as smooth correctness and willingness.*
- *In the two-rein class we hope to see a more solid working horse than in the hackamore division; correctness and willingness is rewarded over jerky rough speed. The horse may be helped with the free hand in the two-rein as long as the free hand only works the under bridle rein not the bridle rein. Pulling a horse around with a bridle rein results in penalties at the judge's discretion.*

Open Hackamore Ranch Horse

Rider begins class inside the smaller cattle pen inside the arena. Rider exits the pen, working the gate from their horse. Rider does a long trot to the right around the perimeter of the pen to the judges' stand, salutes the judges and lopes off in a right lead in an approximately 50 foot circle just past the judges on the fence. At this point, the rider rolls back on the fence into a left circle in the correct lead of around 50 feet in diameter, then rolls back at the starting point and starts into a right circle. At the top of this circle (away from the fence) rider turns to the right and continues approximately halfway to the judges, stops, pauses, then backs up 10 feet, pauses, then side passes 5 feet each way. The rider again pauses, does a 90 degree quarter turn to the left, then a 180 degree half turn to the right, then a 180 degree turn to the left and then a 90 degree quarter turn to finish facing the judges.

The rider then waits for the judge to assign a cattle number and direct them to proceed to the waiting rodear. Rider cuts a specified animal and holds it out of the herd for at least 20 seconds. After the 20 second hold-out the rider may head the animal and handle it for the heeler.

Open Two-Rein Ranch Horse

Rider begins class inside the smaller cattle pen inside the arena. Rider exits the pen, working the gate from their horse. Rider does a long trot to the right around the perimeter of the pen to the judges' stand, salutes the judges and lopes off in a right lead in an approximately 50 foot circle just past the judges on the fence. At this point, the rider rolls back on the fence into a left circle in the correct lead of around 50 feet in diameter, then rolls back at the starting point and starts into a right circle. At the top of this circle (away from the fence) rider turns to the right and continues approximately halfway to the judges, stops, pauses, then backs up 10 feet, pauses, then side passes 5 feet each way. The rider again pauses, does a 90 degree quarter turn to the left, then a 180 degree half turn to the right, then a 180 degree turn to the left and then a 90 degree quarter turn to finish facing the judges.

The rider then waits for the judge to assign a cattle number and direct them to proceed to the waiting rodear. The rider then cuts a specified numbered animal and holds this animal out of the herd for at least 30 seconds, using a turn-back helper, to show their horse's holding ability. At this time they may let that animal back in the herd and proceed to rope another animal (of the same number) and handle this animal for heelers outside of the rodear. Once roped and faced up a helper releases the animal thus completing the run.

Open Bridle Ranch Horse

Rider begins class inside the smaller cattle pen inside the arena. Rider exits the pen, working the gate from their horse. Rider does a long trot to the right around the perimeter of the pen to the judges' stand, stops and salutes the judges. Rider then lopes off on a right lead circle and a half (approximately 30'), then changes leads and completes a left lead circle and a half (approximately 30').

At the top of the arena (away from the judges), rider turns and completes a 50' rundown and stops. Rider rolls back and completes a 50' rundown and stops. Rider rolls back the opposite direction of the first rollback and completes a 25' rundown to the center of the arena and stops.

After a pause, rider backs 10'. After another pause, rider completes a 90 degree quarter turn to the left, then a 180 degree half turn to the right, then a 180 degree half turn to the left then a 90 degree quarter turn to the right to finish facing the judges. Rider pauses then sidepasses 10' each left and right.

Rider then waits for the judge to assign a cattle number and direct them to proceed to the waiting rodear. Rider then cuts a specified numbered animal and shows his horse holding a cow for at least 30 seconds with the help of his turn back riders. The rider may cut two animals, both with the same number, and then ropes the head of the third animal and handles that animal for heeling, keeping it out of the rodear.

Once the animal is heeled, the header dismounts and set ropes while keeping his or her horse under control at all times. When the rider remounts and the animal let up the run is complete. In this event, we are looking for smooth confident work from horse and rider and soft well planned work of the stock.

Intermediate Hackamore, Two-Rein & Bridle Ranch Horse

Novice Hackamore, Two-Rein & Bridle Ranch Horse

Junior Hackamore, Two-Rein & Bridle Ranch Horse

Youth Hackamore, Two-Rein & Bridle Ranch Horse

Rider begins class inside the smaller cattle pen inside the arena. Rider exits the pen, working the gate from their horse. Rider does a long trot to the right around the perimeter of the pen to the judges' stand, salutes the judges and lopes off in a right lead in an approximately 50 foot circle just past the judges on the fence. At this point, the rider rolls back on the fence into a left circle in the correct lead of around 50 feet in diameter, then rolls back at the starting point and starts into a right circle. At the top of this circle (away from the fence) rider turns to the right and continues approximately halfway to the judges, stops, pauses, then backs up 10 feet, pauses, then side passes 5 feet each way. The rider again pauses, does a 90 degree quarter turn to the

left, then a 180 degree half turn to the right, then a 180 degree turn to the left and then a 90 degree quarter turn to finish facing the judges.

Rider then waits for judge to assign a cattle number and direct them to proceed to the waiting rodear. Rider then, using a designated helper, cuts out 3 head with an assigned number into a smaller pen. Once the cattle are in the smaller pen, the rider breakaway head ropes one cow and dallies to breakaway.

Green Novice Ranch Horse Green Youth/Juioir Ranch Horse

The rider enters the gate, working the gate off their horse, and long trots around three quarters of the arena to the judges' stand, stops, and acknowledges the judges. Then the rider trots a figure eight with approximately 30' circles. Once the rider completes a circle in each direction, the rider stops in the center and backs their horse 5 feet.

Rider then proceeds to the roping dummy and circles it once either direction, then reverses and circles the other direction, taking care to keep circles as even as possible. Next the rider throws a head catch on the roping dummy. The rider get two tries to make the catch. After the second loop, the rider coils their rope and leaves the pen.

Note: *Green Novice and Green Youth/Junior riders can use any gear: hackamore, two-rein, or bridle.*
Note: *As stated previously, the Green Youth/Junior class is for the young rider just getting started. An adult may accompany the rider to help them through the pattern.*