



2019 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, Junior & Youth Doctoring (1 person plus helper)
- Intermediate 2 (Advanced), Intermediate 1, Mixed, Ladies Doctoring (2 person plus helper)
- Ranch Horse

The Novice, 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 Intermediate 2 (Advanced), Intermediate 1, Mixed and Ladies Doctoring classes consist of two entrants plus a helper. You can designate helpers but they are not scored and cannot rope; 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 2 (Advanced):** Advanced classes are for those who are quite experienced and refined riders or ropers but not quite at the level of an Open contestant.
- Intermediate 1:** 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:** Junior classes are for youths 12-17 years of age as of the first day of the event.
- Youth:** Youth classes are for youths 6-11 years of age as of the first day of the event.
- Green Novice (any gear):** 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 (any gear):** This Ranch Horse class is for the young rider just getting started.

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 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 an 8-minute time limit for both head to be roped and laid down with ropes set; time recording stops between animals.

The top teams will be auctioned off in a Calcutta for Sunday's 2-head, fresh start finals. Total number of teams going to the Finals will be determined based upon total number of teams entered.

Entry Form Notes: The 3-Person Doctoring event is for Open (experienced) riders. Only 15 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: 15 spots are available for Intermediate 2 (Advanced), Intermediate 1, Mixed and Ladies Doctoring. 10 spots are available for Novice, Junior and Youth Doctoring. See note above regarding full classes and waitlists.

Intermediate 2 (Advanced) Doctoring

This is a 1-head roping consisting of two advanced ropers paired with one other helper of their choosing. The third rider/helper MAY NOT ROPE and is not judged in this event, however must be entered in the competition.

The two entrants 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 her entry form and pays for the entire entry (hopefully, you can collect the individual fee from your teammate).

Intermediate 1 Doctoring

This is a 1-head roping consisting of two intermediate ropers paired with one more experienced helper of their choosing. The third rider/helper MAY NOT ROPE and is not judged in this event, however must be entered in the competition.

The two entrants 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 her entry form and pays for the entire entry (hopefully, you can collect the individual fee from your teammate).

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 Doctoring

This is a 1-head roping consisting of one lady and one gentleman 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).

Ladies Doctoring

This is a 1-head roping consisting of 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 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 2 (Advanced), Intermediate 1, Novice, Junior and Youth). If your event is full, you can specify on the entry form to be added to a waitlist.*

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, Intermediate2 (Advanced), Intermediate 1, 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).*
- *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.*

DRY WORK:

NEW in 2019: Open, Intermediate 2 (Advanced), and Intermediate 1 Ranch Horse participants will be required to perform a freestyle pattern in the dry work. Pattern must include at a minimum the following, in whatever order the rider believes will best showcase his or her horse. Participants should spend no more than 3 minutes on this portion of the class.

- Working trot (long trot);
- Lope both directions with lead change (simple or flying);
- Stop;
- Back up;
- Sidepass both directions;
- Working a gate.

CATTLE WORK:

Open:

- **Bridle:** After completion of dry work, participant will approach the judges to receive a specified number for cattle to be worked. Participant will cut out first cow of that number and hold it out of the rodear for 30 seconds. Participant will then cut out a second cow of the same number and hold it out of the rodear for 30 seconds. Participant will then cut out the third cow of the same number, head it and handle for the heeler. Once animal is stretched participant will dismount, set ropes and remount. Time ends when participant is remounted with ropes set.
- **Two-Rein:** After completion of dry work, participant will approach the judges to receive a specified number for cattle to be worked. Participant will cut out first cow of that number and hold it out of the rodear for 30 seconds. Participant may then head this cow or cut out a second cow of the same number from the rodear. Participant will then head the cow and handle it for the heeler. Once animal is stretched time will stop. Provided ground crew will set ropes.
- **Hackamore:** After completion of dry work, participant will approach the judges to receive a specified number for cattle to be worked. Participant will cut out first cow of that number and hold it out of the rodear for 20 seconds. Participant may then head this cow or cut out a second cow of the same number from the rodear. Participant will then head the cow and handle it for the heeler. Once animal is stretched time will stop. Provided ground crew will set ropes.

Intermediate 2 (Advanced): After completion of the dry work, participant will approach the judges to receive a specified number for cattle to be worked. Participant will cut out one cow of the specified number and hold it out of the herd for 30 seconds. Participant will then cut out a second cow of the same number and rope it using a breakaway rope. Time ends when the rope breaks away.

Intermediate 1, Novice, Junior, Youth: After completion of the dry work, participant will approach the judges to receive a specified number for cattle to be worked. Participant MAY cut out one cow of the specified number and hold it out of the herd for 30 seconds (this is OPTIONAL, at participant's discretion). Participant will then cut out a second cow of the same number and rope it using a breakaway rope. Time ends when the rope breaks away.

Green Novice / Green Youth/Junior: Pattern will be published on both social media (Facebook) and on the CBA website in advance of the competition. Cattle work will consist of roping a dummy, not live cattle.