



2021 Early Californios Skills of the Rancho

- 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)
- Stock Horse Competition (Hackamore, Two Rein, Bridle)
- Rodear Breakaway (Green Novice, Novice, Youth and Junior)
- Rodear Sorting (Green Novice, Novice, Youth, Junior)
- ProAm Rodear Sorting (any amature and pro of their choosing)

The Novice, Junior, Youth, Green Novice and Green Youth Doctoring and Stock Horse Competition are not team events. The individuals entered in these events are the only one receiving a score. You may 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).

Stock 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 Stock 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 Stock 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 the 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 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 finals. Total number of teams going to the Finals will be based upon the 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.*

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 participants and helper enter the arena and wait for the Judge to assign a cattle number. One team member enters the rodear and necks a specified animal.

The helper is holding rodear while the other teammate sets up for the heel shot. The 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 necked 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). 15 spots are available for Intermediate 2 (Advanced).*

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 participants and helper enter the arena and wait for the Judge to assign a cattle number. One team member enters the rodear and necks a specified animal. The helper is holding the rodear while the other teammate sets up for the heel shot. The 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 necked 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). 15 spots are available for Intermediate 1.*

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 the 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 the Judge to assign a cattle number. One team member enters the rodear and necks a specified animal. The helper is holding rodear while the other teammate sets up for the heel shot. The 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 necked 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). 15 spots are available for Mixed.*

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 the 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 the Judge to assign a cattle number. One team member enters the rodear and necks a specified animal. The helper is holding the rodear while the other teammate sets up for the heel shot. The 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 necked 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). 15 spots are available for Ladies Doctoring.*

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 the rodear and then sets up and heels the animal. 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 necked by the 4- minute mark. Herd holders are provided.

Entry Form Notes: *10 spots are available for Novice. See note above regarding full classes and waitlists.*

Junior Doctoring

One team member enters the rodear and ropes a specified animal while his or her partner holds the rodear and helps get the animal clear of the 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 necked by the 4-minute mark. Herd holders are provided.

Entry Form Notes: 10 spots are available for Junior. See note above regarding full classes and waitlists.

Youth Doctoring

One team member enters the rodear and ropes a specified animal while his or her partner holds the rodear and helps get the animal clear of the 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 will be 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 necked by the 4-minute mark. Herd holders are provided.

Entry Form Notes: 10 spots are available for Youth Doctoring. See note above regarding full classes and waitlists.

Stock Horse Events

Entry Notes: Entries are limited to 5 spots per class, or 15 spots per division (Open, Intermediate 2 (Advanced), Intermediate 1, Novice, Green Novice, Junior, Youth and Green Youth). If your event is full, you can specify on the entry form to be added to a waitlist.

General Rules for Stock Horse Events:

- Open riders entered on a team in the Open 3-Person Doctoring event have first rights to the Open Stock 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 deduction in points will be reflected in the 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 submit a request with the event entry form for help to be provided .
- 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).
- During the cattle work, for all classes of the Stock Horse Competition, the rider gets 2 head loops. If they are unable to neck one, it will result in a zero (0) score for this portion of the event.
- In the two-rein class we hope to see a more solid working horse than in the hackamore division. You may use your free hand to give additional support to your horse but only by use of the mecate rein not the romel rein. Pulling a horse around with a bridle rein will result in penalties at the judge's discretion.
- **Excessive milling of the cattle and repetitively disrupting the rodear will result in lower stockmanship points, at the discretion of the judges.**
- There will be no roping in the hackamore classes at any level.

DRY WORK:

The pattern for the Stock Horse is based on basic maneuvers one can expect a properly trained stock horse to be able to perform with willingness and efficiency of movement. Reining style slides and spins are not necessary. Picking up correct leads, basic lead changes, smooth and willing turn arounds, natural stops, backing up, side passes each way and working a corral gate. In all classes, smoothness will be rewarded over speed.

A pattern will be made available, in advance, for each level.

CATTLE WORK:

Open:

- **Bridle:** After completion of dry work, each participant will approach the judges to receive an assigned back number of the cattle to be worked (3 total head will be worked). Participants will sort out the first head of that number and hold it out of the rodear for 30 seconds. They will then cut out a second head of the same number and hold it out of the rodear for 30 seconds. Finally, the third head of the same number is necked and properly handled for the heeler. When the final head has been laid down, participants will dismount, set ropes and remount. Time stops when horses are remounted.
- **Two-Rein:** After completion of dry work, participants will approach the judges to receive a specified number for cattle to be worked. Participants will sort out the first head of that number and hold it out of the rodear for 30 seconds. They will then cut out a second head of the same number and hold it out of the rodear for 30 seconds. Finally, the third head of the same number is necked and properly handled for the heeler. When the final head has been laid down, the time will stop. Provided ground crew will set ropes.
- **Hackamore:** After completion of dry work, participants will approach the judges to receive a specified number for cattle to be worked. Participants will sort out the first head of that number and hold it out of the rodear for 20 seconds. A second head, of the same number will be sorted and held out of the rodear for 20 seconds. There will be no roping required on hackamore horses.

Intermediate 2 (Advanced): After completion of the dry work, entrants will approach the judges to receive a specified number for cattle to be worked. Participants will sort out the first head of that number and hold it out of the rodear for 30 seconds. Participants will then locate their second head of the same number and rope it using a breakaway rope. Time ends when the rope breaks away.

Intermediate 1: After completion of the dry work, entrants will approach the judges to receive a specified number for cattle to be worked. Participants will sort out the first head of that number and hold it out of the rodear for 20 seconds. Participants will then locate their second head of the same number and rope it using a breakaway rope. Time ends when the rope breaks away.

Novice, Junior, Youth: After completion of the dry work, entrants will approach the judges to receive a specified number for cattle to be worked. Participants MAY sort out one head of the specified number and hold it out of the rodear for 20 seconds (this is OPTIONAL, at participant's discretion). Participants will then locate their second head of the same number and rope it using a breakaway rope. Time ends when the rope breaks away.

Green Novice / Green Youth/Junior: After completion of the dry work, participants will then approach and rope a dummy calf, no live cattle will be roped in these divisions.

NEW IN 2021

Rodear Breakaway

This event is for the Green Novice, Novice, Youth and Junior only. Entrants will be allowed one helper for this event, it may be of their choosing or a helper will be provided. This class will have a 3 minute time limit for which participants will set up and execute as many head shots as they can during the allotted time. There will be points given for each catch. Participants will be judged on how well they position and set up for a shot, as well as their stock handling and horsemanship.

The event guidelines are the same for each division.

Rodear Sorting

This is a new event for Green Novice, Novice, Youth, and Junior. The participant will be allowed one helper in this event, it may be of their choosing or a helper will be provided. There will be two small connected round corrals separated by a gate. One corral will contain the rodear and the other will be empty. The judge will assign a cattle number and that will be the first head to be sorted out of the rodear and put through the gate. Each head will be sorted in ascending order until the time stops. This will have a 2 minute 30 second time limit. Time starts when you enter the rodear. This event will be judged on efficiency of stock handling, horsemanship and number of head successfully sorted through the gate.

The event guidelines are the same for each division.

PROAM Rodear Sorting

This event is for one amateur participant and one professional. The pro must be entered in at least one other event.

There will be two small connected round corrals separated by a gate. One corral will contain the rodear and the other will be empty. The judge will assign a cattle number and that will be the first head to be sorted out of the rodear and put through the gate. Each head will be sorted in ascending order until the time stops. This will have a 2 minute 30 second time limit. Time starts when you enter the rodear. This event will be judged on efficiency of stock handling, horsemanship and number of head successfully sorted through the gate.