

2026 TCU Alumni Summer Gathering Ranch Rodeo Rules

Location: Osage County Fairgrounds indoor barn

320 Skyline Dr, Pawhuska, OK 74056

Start time:

Enter 8 am. Rules 8:30 Ranch Rodeo 9 am Sharp. We want to be done in time to give contestants the option to go shoot skeet as well.

RV Hooks and Stalls:

Stalls are indoor and available for \$20/night. RV hook ups with electric and water are available if needed for an additional cost.

Equine Precautions:

Please have up to date Coggins on hand when getting to the fairgrounds. At this point health papers are not required, but this may change.

With the influx of EHV running around please for the safety of all the equine athletes, if your horse is showing any signs of distress or sickness, do not bring that animal. There is plenty of people who would let you ride there horse rather than bring a sick one.

Team Qualification

Each team must have at least TWO TCU RM alumni on the team to compete (unless a TCU alum has Direct Relatives, then only one alumnus is required). This event is for friends, recruits, family, kids and alumni. If you plan to bring a team of ringers for the sole purpose of the ranch rodeo the team will either, be broken up on other teams or not allowed to enter. This event is not designed to be a practice for a WRCA team. If event staff or Judges suspect this to be taking place, then the team will be split up or not able to compete.

Rodeo is capped at 16 teams, if everyone is on a team and we have not filled the rodeo then we will accept people on multiple teams. If multiple teams are accepted, then 2 people from the original team must change.

Incentives: for every team member under the age of 16, the team will receive 5 secs off for each event for each kid. EXAMPLE: one RM Alumni 3 contestants under 16, 15 seconds per event off total time.

If a team is made up of RM alumni only, the team will receive 5 seconds off per event.

Top hand/top horse: to qualify for these awards, contestant must be a TCU RM alumnus and be present at the awards banquet Saturday night.

Prizes: we have great prizes for 1st, 2nd and 3rd place teams. All team members must be present at banquet in order receive prizes. If a person on a winning team is not able to attend notification that you are not able to attend must be brought to event staff BEFORE the banquet.

STRAY GATHERING

Three (3) minute time limit. 6 loop limit.

1. Four-(4) man team, all must be horseback. Two steers will be turned out. Time starts when last steer clears the gate. flagman will drop his flag starting time. All team members must stay behind the start line until flag is Dropped.
2. Each team member must head and/or heal one of the steers. Four (4) legal head loops: around the horns, half head, around the neck or neck and one front leg.
3. Both steers must be tied down to receive a time, contestant may choose to cross tie or tie all 3.
4. Time is called when steers are tied and all ropes removed. Contestant must call for time. Both steers must stay tied for 6 seconds after time is called. Failure for both steers to stay tied will result in a NO TIME. Fastest time wins.

TEAM BRANDING

Two (2) minute time limit. (no loop limit)

1. A four (4) man team.
2. A herd of calves are held behind a line 60 feet from the end of the arena by the herd holders, who can cross the line.
4. time begins when they cross the line. Without loping into the herd, they will have two

minutes to drag two (2) calves each, allowing all the loops they need.
CALVES ARE TO BE ROPED BY THE HEELS ONLY NO HIGH HOCKS.

5. The ropers may not rope outside the line. Roping outside the line will result in a no time.
6. The flankers may not touch the calf until the whole calf has been drug across the line. After the calf is flat on its side and rope removed, the branding iron is removed from the bucket and the calf is branded on its ribs, on either side, and the iron returned to the bucket. Time stops when the iron is in the bucket after the second calf.
7. After the second calf has been branded, he must return to the herd before he can be roped again. If two calves are roped and dragged to the fire, one of them must be released and allowed to return to the herd.
8. The winner is the fastest time on two calves. NO TIME assessed for the horse moving out (loping – either in the herd or dragging calves).

Cut and Capture

1. Two (3) minute time limit. 4 loop limit.
2. A herd of numbered cattle (0-13) will be held behind a line of 60 feet from the end of the arena.
3. As riders approach the line, the announcer will call a number which has been drawn for them. The team must cross the line immediately after the number has been called. If the team stops, as if looking for the first yearling, the flagman will drop the flag, starting the time before they cross the line. The team may not have more than one man in the herd at a time. More than one man in the herd will result in a thirty (30) second penalty. Time begins when the first rider crosses the line. All riders may cross the line, and anyone may cut cattle.
4. Without loping into the herd, the team has 3 minutes to cut out 4 yearlings from the herd in numbered sequence. For example, if the announcer calls out “#3”, the team must cut #3 first, then 4, 5, 6 and 7 ETC ETC. There will be a NO TIME imposed for loping in the herd. Cut animals must held out of the herd or it results in a NO TIME.
5. Any yearling cut out of sequence will result in a no-time. The herd breaking the line will result in a no-time.
6. Once cattle have all been crossed in the correct order then the team must take one yearling from the cattle already sorted out and head and heal and lay the calf on its side. Time will stop when ropes are cleared from

the animal that has been roped. If animal makes it back to the herd without being roped a calf must be moved across the line before being pursued.

7. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.

Any changes that are to be made will be done by the judges at the rules meeting and will stand final.

ALL JUDGES DECISIONS ARE FINAL!

Trailer Loading

1. 3-minute time limit 4 loop limit
2. Team members start at the back of the trailer two steers are released into the arena.
3. Time starts when cattle clear the chute.
4. Team must load one steer into the trailer and latch the gate COMPLETELY.
5. Team Must rope and tie the steer down that's in the arena. This can be done in any order.
6. Team can head and heel or just head and flank the steer.
7. Steer must be tied by 3 legs or crossed tied.
8. The steer chosen to be loaded in trailer cannot be roped at any point.
9. Once one steer is loaded and one steer is tied down the time will stop. The steer must stay tied for 6 seconds.

TEAM PLACINGS

Point system will determine placings and is as follows:

1st: 10 points; 2nd: 9 points; 3rd: 8 points; 4th: 7 points; 5th: 6 points; 6th: 5 points, etc. No Time= 1 pt.

In case of a tie in the overall standings the resolution of the tie will be as follows: (1st) The team receiving the most points is the winner; (2nd) Most points in the Branding; (3rd) Most points in the doctoring; (4th) Most points in the sorting.

Points will be awarded accordingly to the times in each event. Rodeo team with the most points in all the events will be the winner.

CONTESTANT RULES OF CONDUCT

1. Anyone (contestant or otherwise) entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat.
 2. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes or any action which is totally unnecessary) is strictly prohibited. **NO EXCEPTIONS!**
 3. No alcoholic beverages permitted in the arena. **NO EXCEPTIONS!**
 4. No loud obnoxious profanity or unsportsmanlike conduct.
 5. The violation of any conduct rule could result in the team being disqualified. This will be decided by the judge or event staff.
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