

GR Ranch Rodeo Rules & Information

Aug 2, 2025

1. Contestant Rodeo entrance: 2365 Dunlap Avenue, Gilroy, CA 95020
2. All contestants must check-in at the rodeo office and sign the Gilroy Rodeo Association Release & waiver of liability, assumption of risk and indemnity agreement.
3. All information will be discussed at the ground rules meeting before the event begins.
4. In order to enter multiple times in the same ranch event, a team must have at least two different partners from the prior team entry.
5. Contestants must name all team members at time of entry & team name.
6. You do not have to become a member of WSRRA to enter any of the Gilroy Rodeo ranch events. In order to earn points for WSRRA all members of a team must either be a current member or become a member prior to competing at the rodeo and show their membership at check-in. Teams must enter all 4 events in order to qualify to earn points for WSRRA. Please check <http://www.wsrra.org/events/memberinfo/> for their membership rules and requirements.
7. Arena Director has the right to limit entries and may limit the number of entries by a contestant due to lack of facilities. Any entries returned under this rule will be done generally and without discrimination.
8. No refunds will be given prior to 48 hrs. of the rodeo. If a contestant draws out, they will be required to provide a medical or vet certificate in order to be refunded.
9. There are limited stalls available on the premises. They are first come, first serve and \$25/day. You may bring your own portable pens for set up or tie horses to your trailer.
10. RV spots will be available on a first come, first serve basis for contestants. Spots are limited and provide power (25 amp) & water), \$35/day.
11. All winners will be paid by check as soon as possible and if they need to be mailed, they will be sent by U.S. mail no later than Wednesday, August 10, 2022.
12. Any contestant failing to show up for his/her scheduled event while it's underway will be out.
13. Western attire including western hat and long sleeve collared shirt is required.
14. Only the team captain will represent the team for disputes. (please designate and advise of your team captain when you enter/check in) If there is a formal protest, it will only be heard by the Judge, Flagger or Arena Director ONLY and must be presented by the team captain before the team exits the arena in that event. No exceptions.
16. All livestock must be removed from the rodeo grounds at the end of the rodeo.
17. No cursing, swearing, inappropriate language, or unprofessional conduct will be allowed at any time
18. There is no unnecessary roughness to the cattle & it will not be tolerated.
19. Tie Downs and rubber are o.k. to use
20. The Rules as herein prescribed cannot be waived, amended, nor interpreted contrary to intent by the management, judge, or any other person or group. Gilroy Rodeo reserves the right to apply rules accordingly to circumstances

RANCH RODEO EVENTS

TEAM BRANDING Team consists of two ropers and two ground crew. The time limit will be 6 minutes and progressive after 4 qualified times. Four cattle will be in the branding pen. Ropers must rope the first two calves by head and feet. Ground crew must set front and back foot ropes to stretch calves. When calves are stretched, ground crew may leave buck to brand the calf. Brand must be placed in the assigned location and right side up. Any incorrect brand will result in no time. Once first calves are branded ropers and ground crew switch and repeat with the next two calves. Legal head catches horned cattle-two horns, half head and one horn, neck. Muleys- neck, neck and one front leg. Ground crew may remove illegal loops and re-rope. Calf cannot be roped until the illegal loop is clear. Time stops when the second brand is returned to the bucket.

RANCH DOCTORING Team consists of four riders. The time limit is two minutes. The herd consists of 10 cattle numbered 0-9 at one end of the arena. Riders will start at the opposite end of the arena. The team will be assigned a number and the number will be announced when the team crosses the time line. The team must sort their assigned numbered cattle from the herd and rope by the head across the time line. The steer has to come out between the barrels. Once roped by two riders, the steer must be stretched with ropes set on front and back feet by other two team members (doctors). Steer must then be marked between eyes with a chalk stick (provided). If a cow is cut out and crosses the time line, it may not cross back to the cattle side unless roped with legal head catch. Heel loop may be thrown on the cattle side of the time line. A maximum of four loops can be thrown. Legal head catches horned cattle-two horns, half head and one horn, neck. Muleys- neck, neck and one front leg. Time stops when steer is marked.

RANCH TEAM ROPING Two steers will be released out of the chute. Header and heeler will start at opposite ends of the arena. Time starts when the judge drops the flag. Rope anywhere in the arena. Legal head catches horned cattle-two horns, half head and one horn, neck. Muleys- neck, neck and one front leg. Three loop limit per team. Team roping rules apply. The 4-man team must catch both steers.

TRAILER LOADING Cross the start line, bring out the number that you need only, no "trash" allowed across the line. Once a steer has crossed the line, it cannot cross back across the line towards the herd. The steer must go between barrels before loading in the trailer. Load steer in trailer. Time will stop when the back door is secure. Riders cannot ride horses into the trailer; this will result in a DQ.

****rules are subject to changes.**