



The Horse Blanket

*Saddles and Tack
Western and English
Carts and Harnesses*

Complete line of New and Used saddles.
Wash and repair horse blankets & saddle pads.
Repair leather goods. Grooming supplies. Full line of
Western & English tack, bits & pads.
Silver headstalls, halters, bits and spurs
Sharpen Clipper blades and service clippers.
Miniature Horse equipment.
Western & English used show clothes.
Ask about our O.H.S.E.T. Discount.
We have outfitted many of Oregon's finest drill teams,
call us to see how we can help your team.

DIRECTIONS TO THE HORSE BLANKET

From I-5 exit 33

South bound turn right, North bound turn left,
drive 8 blocks on Pine street.

Look for the horse on the roof on the left side.

420 E Pine St., Central Point 541-664-4644

www.thehorseblanket.com

14. Cattle Events

- Breakaway Roping
 - Steer Daubing
 - Team Penning
- 14.1. Arena Set up
- 14.1.1. Cattle events will be conducted in an arena of adequate size (e.g. 90'x 200').
 - 14.1.2. Arena footing conditions must allow for safe and competitive conditions.
 - 14.1.3. In events that utilize a barrier, the height will be set at 32" - 36", measured from the center of the box.
 - 14.1.4. Seating must be adequate to allow spectators to view all events
- 14.2. Athlete Equipment Check
- 14.2.1. It is the responsibility of Coaches/Advisors, and not that of the gate crews, to ensure that their competitors are on time, properly uniformed and equipped for each event/class.
- 14.3. Required Equipment:
- 14.3.1. Bridle or hackamore
 - 14.3.2. Western type saddle with horn
 - 14.3.3. Roping, Romal or Mecate reins
 - 14.3.4. Breakaway Roping Additional Requirements:
 - 14.3.4.1. Rope
- 14.4. Optional Equipment:
- 14.4.1. Slip or gag bits
 - 14.4.2. Hackamore (Including mechanical)
 - 14.4.3. Tie-downs attached to/or under a breast collar
 - 14.4.4. Protective boots, leg wraps and bandages
 - 14.4.5. Nosebands
 - 14.4.6. Martingales, fitted properly as to not pose a danger if horse falls or athlete loses control (To be decided by judge)
 - 14.4.6.1. Rein Stops (Rubber or leather stops slipped onto the rein between the bit and the ring of the martingale) are required with the use of Running Martingales.
 - 14.4.7. Spurs (Subject to inspection by the judge)
 - 14.4.8. Chinks
 - 14.4.9. Rope (Daubing & Team Penning must be properly secured to the saddle)
 - 14.4.10. Ribbons, paint, glitter and speed beads
 - 14.4.11. Split Reins (Team Penning)
- 14.5. Prohibited:
- 14.5.1. Rope may not pass through bridle, tie down, neck rope or any other device
 - 14.5.2. Halters
 - 14.5.3. Split reins even if tied or joined together (Exception: Team Penning)
 - 14.5.4. Chaps & ½ Chaps

14.6. Timing

14.6.1. An Electronic Eye type timer will be used if at all possible.

14.6.1.1. All events will be measured and recorded to the thousandths place (16.001). Additional numbers beyond the thousandths place will be dropped, no rounding.

14.7. Breakaway and Daubing Judges

14.7.1. The Flagger will be on horse back, whenever possible, and be considered the head judge for these events.

14.7.1.1. Prior to the events, the Flagger will inspect the cattle and eliminate any that he/she finds objectionable.

14.7.1.1.1. The athlete's cattle will be considered a "chute draw".

14.7.1.1.1.1. The athlete's cow will be the one that enters the chute in order of the draw.

14.7.1.1.1.2. If an athlete is disqualified before the release of the cow, that cow must be sent to the catch pen. The next athlete in the order of go will "draw" the next cow that enters the chute.

14.7.1.2. During the events, the Flagger will determine legal catches/daubs and/or any rule infractions.

14.7.1.3 Typically the Flagger will position themselves against the right side (heel box side) of the arena, approximately 3/4 of the way down.

14.7.1.3.1. Occasionally because of arena size or orientation, a judge may chose a different location.

14.7.1.3.2. Flagger must remain in the same position throughout the "go".

14.7.1.4. In the event of a protest, the Flagger will coordinate with the Line Judge and then, if requested, will confer with the Stewardship committee.

14.7.2. Line Judge will position him/herself at the cattle barrier line and will signal the announcer to call for the next competitor.

14.7.2.1. The athlete will have sixty (60) seconds from the time their name is called until signaling they are ready for the chute to open.

14.7.2.2. The Line Judge will check each rope to confirm it is secure, by a strong tug of the rope, immediately after his/her flag is raised to indicate the start of the 60 seconds.

14.7.2.3. If the string should break, the athlete has the remainder of the 60 seconds to re-tie, be re-checked by the Line Judge and ask for their calf.

14.7.2.3.1.. The Line Judge will keep this time.

14.7.2.3.2. The Line Judge will give a 15 second warning.

- 14.7.2.4. If the athlete is not in the box and ready (shall be defined as facing the front of the “box” and asking for the calf to be released) when sixty seconds are up, the Line Judge will signal the announcer and the athlete shall be awarded a “no time”.
- 14.7.2.5. The Line Judge will monitor the athlete to ensure no rule violations while in the “box”.
- 14.7.2.6. If the Line Judge determines that the athlete “broke the barrier”, a ten (10) second penalty will be assessed.
- 14.7.2.7. If a judge sees that he or she has made an error in flagging, the judge must declare a re-run before the athlete leaves the arena

14.8. Elimination

14.8.1. Roughing Cattle

14.9. Disqualification

- 14.9.1. If an athlete enters the arena with missing required equipment, illegal equipment, or illegal use of permitted equipment, that is not considered to be unsafe, including uniform violations, the athlete will be allowed to continue on the course but will be given a NO TIME for that go.
- 14.9.2. If an athlete enters the arena with equipment that is considered to be unsafe the athlete will not be allowed to continue on the course.
- 14.9.3. Obvious lameness or unsoundness detected in participating horses will result in disqualification.

15. Breakaway Roping

- 15.1. This is a timed event with a 30 second limit, 2 goes per athlete.
- 15.2. The Cattle Handlers shall be consistent throughout the event.
- 15.3. Horns on Cattle
 - 15.3.1. Meets shall have the option of using horned cattle. No horns are preferred.
 - 15.3.2. If cattle are horned, horns are not to exceed two (2) inches at state meets.
- 15.4. Athletes may come out of either side of the box.
 - 15.4.1. Athletes MUST have their equine facing OUT of the box before they ask for the steer to be released.
 - 15.4.2. A coach, advisor or adult (non-athlete) may bring the equine in the arena and/or into the box.
 - 15.4.3. Any physical encouragement of forward motion or holding back by anyone other than the rider will be an elimination for that go.
- 15.5. Electronic eyes will be used for all barriers.
 - 15.5.1. If an electronic eye is unavailable or broken during the event, the event will be postponed until an electronic eye is available.

- 15.6. The cow's nose must break the six (6) foot barrier for the equine to leave the box.
 - 15.6.1. A ten (10) second penalty for breaking the barrier will be added.
 - 15.6.2. In the event of a barrier malfunction, the athlete will receive an automatic re-ride.
- 15.7. Two (2) loops will be permitted. Two loops are allowed only if the athlete is carrying a second loop. Rebuilding the loop is not allowed.
 - 15.7.1. One (1) or two (2) ropes are to be tied to the saddle horn by a heavy string, (90lb test) in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope.
 - 15.7.1.1. The string (90 lb test) must be provided by District or State officials.
 - 15.7.2. A visible cloth or flag must be attached to the end of the rope which is tied to the horn to make it easier for the Flagger to see the rope break free.
- 15.8. A legal catch is to be any loop that goes completely over the calf's head and draws up on any part of the calf's body (except the tail) causing the rope to break away from the saddle horn.
- 15.9. Time will be started from the drop of the Line Judge's flag at the barrier or by Electronic Timer.
 - 15.9.1. The Line Judge drops his/her flag when the cow's nose crosses the cow barrier line.
- 15.10. Time will be stopped when indicated by the Flagger Judge dropping the flag after the rope-string breaks from the saddle horn.
- 15.11. The athlete shall be awarded a "no time" in the following situations:
 - 15.11.1. He/she breaks the rope from the horn by hand, touches the rope or string after the catch is made or if the rope dallies around the horn and/or does not break free when the calf reaches the end.
 - 15.11.2. Roping the calf without releasing the loop from the hand
 - 15.11.3. Any attempt by an athlete to position his/her equine in the box enabling himself/herself to rope the calf without leaving the box
 - 15.11.4. If athlete has not entered the box and called for their calf within sixty (60) seconds from the time their name is called
 - 15.11.5. Fall of rider, or rider dismounting, will result in an elimination for that go.
 - 15.11.6. Roughing cattle, as determined by the judge, will result in an elimination for that go.
 - 15.11.7. Judges will eliminate any athlete and/or animal they consider to be unsafe
- 15.12. Re-rides
 - 15.12.1. An athlete must request a re-ride, from the Flagger Judge, prior to throwing his/her first loop and before leaving the arena.
 - 15.12.1.1. Re-rides will be done at the end of the go, in order of the original draw, with the next available cow.

- 15.12.2. If the cow escapes from the arena during the allotted time or re-enters the roping boxes, the flag will be dropped and the athlete will receive a re-ride. Time from when the cow left the arena will be added to the re-ride time. If the time was not recorded, the athlete will receive a 10 second penalty. No barrier will be used.
- 15.12.3. If the Flagger Judge flags out an athlete that still legally has one or more loops coming, the judge may call for a re-ride.
 - 15.12.3.1. Procedure shall be as described in 15.12.2. Elapsed time and any barrier penalties will carry over to the re-ride.
- 15.12.4. No re-ride will be given due to faulty or broken equipment furnished by the athlete.
- 15.12.5. If there is evidence a mechanical failure or another condition that an athlete could not have been aware of, a judge has the discretion to issue/offer a re-ride even if the athlete pursued the calf/cattle.
- 15.12.6. If the timers fail and a re-ride is given, penalties incurred in the first go will not carry over to the re-ride.
- 15.13. Placing will be determined first by the number of successful catches, then lowest total time.
- 15.14. Records
 - 15.14.1. State records will be tracked by single fastest time.
 - 15.14.2.. The athlete holding the best time in the State is deemed the State Record Holder, whether course is run at a district or state meet.
 - 15.14.3. Records will be tracked for all events in each District and State Championship.
 - 15.14.3.1.. Each District will have a District Record in all timed events. The District Record shall be earned at a District Meet.
 - 15.14.3.2. The State Championship will have a State Championship Record in all timed events. The State Championship Record shall be earned at a State Championship meet.

16. Steer Daubing

- 16.1. This is a timed event with a fifteen (15) second limit, two (2) goes per athlete
- 16.2. Equipment for Arena
 - 16.2.1. A four (4) foot dauber with a tennis ball
 - 16.2.2. A “bright contrasting color paste” to coat the tennis ball end of the dauber
 - 16.2.2.1. The use of mustard is prohibited
 - 16.2.3. An electronic eye will be used for all barriers
 - 16.2.3.1. If an electronic eye is unavailable or broken during the event, the event will be postponed until an electronic eye

- is available
- 16.3. Horns on Cattle
 - 16.3.1. Meets shall have the option of using horned cattle. No horns preferred.
 - 16.3.1.1. If cattle are horned, horns are *not to exceed two (2) inches at state meets*.
 - 16.4. Athletes will be allowed to come out of either side of the box.
 - 16.4.1. Athletes **MUST** have their equines facing **OUT** of the box before they ask for the steer to be released.
 - 16.4.2. A coach, advisor or adult (non-athlete) may bring the equine in the arena and/or into the box.
 - 16.4.3. Any physical encouragement of forward motion or holding back by anyone other than the rider will be an elimination for that go.
 - 16.5. If a box is not available, a line will be drawn six (6) feet from the release end of the chute.
 - 16.6. The cow's nose must break the six (6) foot barrier for the equine to leave the box.
 - 16.6.1. A ten (10) second penalty for breaking the barrier will be added.
 - 16.6.2. In the event of a barrier malfunction, the athlete will receive an automatic re-ride.
 - 16.7. A successful daub is placed inside of an imaginary box formed between the "wither like" area and the tail head and the top of the back and a line between the knee and the hock, exclusive of the tail.
 - 16.8. Athlete must raise the four (4) foot dauber above his/her head to indicate a successful daub.
 - 16.9. Time starts at the drop of the Line Judge's flag at the barrier
 - 16.9.1. The Flagger will raise the flag to indicate the arena is clear to the Line Judge who will then call the next athlete.
 - 16.9.2. The Line Judge drops his/her flag when the cow's nose crosses the cow barrier line.
 - 16.9.3. The Flagger will drop his/her flag when the athlete raises the dauber, stopping the time.
 - 16.9.4. Successful daubs will be individually checked and confirmed by the Flagger Judge.
 - 16.10. The athlete shall be awarded a "no time" in the following situations:
 - 16.10.1. If time is called by the athlete and a mark is not visible on the steer
 - 16.10.2. If the dauber is thrown at the steer or dropped by athlete
 - 16.10.3. Any attempt by an athlete to position his/her equine in the box enabling him/her to daub the steer without leaving the box.
 - 16.10.4. If the athlete has not entered the box and called for **their calf** within sixty (60) seconds from the time their name is called

- 16.10.5. Roughing cattle, as determined by the judge, will result in an elimination for that go
- 16.10.6. Judges will eliminate any athlete and/or animal they consider to be unsafe
- 16.11. Re-rides
 - 16.11.1. An athlete must request a re-ride from the Flagger Judge prior to attempting to daub and before leaving the arena.
 - 16.11.1. Re-rides will be done at the end of the go, in order of the original draw, with the next available cow.
 - 16.11.2. No re-ride will be given due to faulty or broken equipment furnished by the athlete.
 - 16.11.3. If there is evidence a mechanical failure or another condition that an athlete could not have been aware of, a judge has the discretion to issue/offer a re-ride even if the athlete pursued the calf/cattle.
 - 16.11.4. If the timers fail and a re-ride is given, penalties incurred in the first go will not carry over to the re-ride.
 - 16.11.5. If the cow escapes from the arena during the allotted time or re-enters the roping boxes, the flag will be dropped and the athlete will receive a re-ride. Time from when the cow left the arena will be added to the re-ride time. If the time was not recorded, the athlete will receive a 10 second penalty. No barrier will be used.
- 16.12. Placing will be determined first by the number of goes with successful daubs, then lowest total time.
- 16.13. Records
 - 16.13.1. State records will be tracked by single fastest time.
 - 16.13.2. The athlete holding the best time in the state is deemed the State Record Holder, whether course is run at a District or State Meet.
 - 16.13.3. Records will be tracked for all events in each District and State Championship.
 - 16.13.3.1. Each District will have a District Record in all timed events. The District Record shall be earned at a District Meet.
 - 16.13.3.2. The State Championship will have a State Championship Record in all timed events. The State Championship Record shall be earned at a State Championship Meet.

17. Team Penning

- 17.1. Team Penning Arena Set-Up
 - 17.1.1. The cattle holding area will be screened from the competitive arena to prevent the active herd from bunching next to the herds waiting rotation.
 - 17.1.2. The start/foul line will be at the distance of 35% of the arena.

The pen will be at the distance of 25% (but not less than 55 feet) from the back of the arena.

- 17.1.3. The arena will be inspected and approved by the judge of the event.
- 17.2. Barriers/Timers
 - 17.2.1. Electronic Barriers/Timers are the preferred barrier/timing devices and will be used during the State Championship.
 - 17.2.2. Two back-up timers with stopwatches will be positioned next to the announcer. The back-up timer will time each team
 - 17.2.2.1. In all cases, the faster time of the two watches will be used.
 - 17.2.2.2. In the event of timer equipment failure, time will start with the Line Judge drops his/her flag when the team crosses the 35% line and stops when the Pen Judge/Line Judge drops his/her flag when the team calls for time, and/or has all un-penned cattle back across the line.
- 17.3. A team shall be defined as three (3) or four (4) members.
 - 17.3.1. One alternate may be chosen from the alternate pool at any time.
 - 17.3.2. Any three of the four (4) members may ride any go, any meet, and points will count for that team.
 - 17.3.3. Schools having only two (2) registered competing athletes, may field a two-person Team Penning Team.
 - 17.3.4. Equine may be shared by a team of 4 between the 3 goes.
- 17.4. Determining Order of Go
 - 17.4.1. Districts may adopt either the State formula below or their own so long as it adheres to all herd and other rule requirements. (i.e. not penning on the same herd more than once.)
 - 17.4.2. At the State Meet the placement of teams in the first go shall be by a blind draw. Thereafter, teams shall stay together within the group formed by their 'herd change'. For the second and third goes, the team order will rotate so as to have each team pen in the first, second, and third, portion of their 'herd change'.
- 17.5. Horns on Cattle
 - 17.5.1. Meets shall have the option of using horned cattle. No horns are preferred.
 - 17.5.2. If cattle are horned, horns are not to exceed 2 inches .
- 17.6. Judges for Team Penning
 - 17.6.1. Two Judges shall be used.
 - 17.6.2. The Pen Judge acts as the head judge for this event and will position himself/herself to view the pen opening. In the event of a protest, the Pen Judge will coordinate with the Line Judge and then, if requested, will confer with the Stewardship Committee.
 - 17.6.3. The Line Judge will position himself/herself at the 35% foul

line. The Line Judge is responsible for checking each herd as it enters the arena for correct head count, proper numbering, and number readability. The Line Judge will then signal the announcer to call the next team.

17.7. The Event

17.7.1. This is a timed event with a ninety (90) second limit and three (3) goes per team.

17.7.2. The herd is held in a tight group in the center of the wall at the herd end of the arena by the previous team.

17.7.2.1. Herds shall be the same size within any single competition and will consist of between 18 and 27 head.

17.7.2.2. All cattle shall have a visible number.

17.7.2.3. A minimum of one number shall remain uncalled in each herd.

17.7.2.4. Teams will not be asked to pen on the same herd twice during a meet.

17.7.3. When the Line Judge determines the cattle are ready he/she signals the announcer by raising his/her flag.

17.7.4. When the announcer calls "cattle are ready," the holding team rides to the exit, along the walls of the arena, and the competing team rides to the herd.

17.7.5. The competing team has thirty (30) seconds to cross the time line or a no time will be awarded.

17.7.6. Upon the team crossing the time line the Line Judge drops his/her flag, the announcer calls the number of the cattle to be penned, and the timers start their watches.

17.7.7. At the sixty (60) second mark, the team will be notified:

17.7.7.1. May be done by the announcer; "thirty (30) seconds."

17.7.7.2. May be done by an automated timer and horn.

17.7.8. Any three (3) cows may be on the pen side of the time line at any time, but the fourth (4) cow results in too many cattle and a no time will be awarded.

17.7.9. Teams may opt to pen one (1), two (2), or three (3) head of cattle.

17.7.10. The team will signal their intention to call time by one or more of the members riding their equine's shoulder to the pen gate and raising their arm(s).

17.7.10.1. At this point all other cattle on the pen side of the time line are considered "dirty".

17.7.10.2. At this point the Pen Judge will determine if time can be called.

17.7.10.3. If the team is in the correct position and there are no "dirty" cattle,

17.7.10.3.1. the Pen Judge will drop his/her flag,

17.7.10.3.2. the timers will stop their watches/timer

17.7.10.3.3. the announcer will call the team's time and number of cattle penned.

17.7.10.4. If there are "dirty" cattle,

17.7.10.4.1. the Pen Judge will point his/her flag at the Line Judge who waits for all of the "dirty" cattle to cross to the herd side of the time line and then drops his/her flag.

17.7.10.4.2. The timers will then stop their watches/timer, and

17.7.10.4.3. The announcer will call the team's time and number of cattle penned.

17.7.10.5. If at any time, after the team has requested that time be called and before the Line Judge drops his/her flag, any part of a cow in the pen breaks the plane of the gate a "no time" will be awarded.

17.8. Re-rides

17.8.1. In the event a team is given a number that has already been used on a herd during that go, a re-ride must be given immediately upon discovery, using the correct number within the same herd.

17.8.2. In case of either official or mechanical error, a re-ride shall be given at the end of that herd using the same numbered cattle.

17.8.3. As each new team begins a run, there should be a full herd in the arena. In the event that a team draws a number where more or less than three identical numbers are in the arena (at the time of their run), that team must have a re-ride at the end of the same herd, on their same numbered cattle.

17.8.3.1. Times for all other teams with such a mis-numbered herd will remain the same.

17.8.4. If an animal leaves the arena, the team can be given one of the following

17.8.4.1. a "no-time" for unnecessary roughness;

17.8.4.2. a qualifying time on their remaining cattle;

17.8.4.3. a re-ride (at the end of the herd that the error occurred, using the same number), depending on the judge's decision.

17.8.5. If more than one re-ride is given in any go-round, re-rides will be given in order of occurrence at the end of the same herd in which the error(s) occurred.

17.8.6. Once the team is committed to the cattle, no re-ride will be given, except in extremely unusual circumstances, because the "Luck of the draw" will apply.

17.8.6.1. "Committed to the cattle" means that the team has crossed the foul line, the flag has been dropped to the start time on the run, and their cattle number has been called.

17.8.7. If the judge rules that a team is entitled to a re-ride, they will be allowed to ride at the end of the herd where the error occurred,

and they will work the same cattle number.

17.8.7.1. Teams receiving a re-ride will start their time at zero.

17.8.8. If a team observes an unfit, or injured, animal before committing to the cattle, the team must notify the Line Judge.

17.9. Hazing

17.9.1. Waving hands, kicking at or hitting cattle with: ropes, bats, reins, or any other equipment as a means to move the cattle, may result in a warning, or a no time at the judge's discretion.

17.9.1.1. Repeated or extreme instances of this conduct may result in disqualification or elimination of the team.

17.10. Roughing: A team may be given a warning or a no time for any action the judge deems to be unnecessary roughness to the cattle, or the equine, or unsportsmanlike conduct.

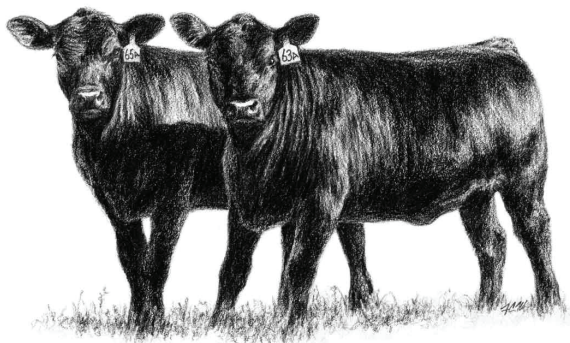
17.11. Any "spotting" of cattle by anyone other than the team in the arena, shall result in the team being awarded a no time.

17.11.1. Spotting shall be defined as providing information to the team as to the location of the called number for that team for the purpose of cutting the cattle from the herd.

17.11.2. "Spotting" does NOT refer to other comments (e.g. warning that the herd is moving toward the foul line, warning that selected cattle are returning to the herd, etc.).

17.12. Fall of rider, or rider dismounting, will result in an elimination for that go.

17.13. Placing will be determined by the number of successful goes penned, followed by the most cattle penned, and finally, the least amount of time.



OHSET

Team Penning

Revised 12.3.10

