

2019 Cattlemen's Days Ranch Rodeo Rules

Each team must have 5 riders entered, but can compete with 4 riders, and must finish with at least 3 contestants if riders cannot complete the ranch rodeo due to unforeseen circumstances or injury. No substitution riders will be allowed once the event has started.

Points will be awarded in each event, top cumulative score in all events will control (teams with a qualified time in all events will place ahead of teams with times in only 4 events). Ties will split jackpot, awards to top team in a randomly drawn event. Each event will be run in sequence by all teams. Jackpot format, event order, prizes & single event money (if any) will be announced prior to the start of the Ranch Rodeo. Top Hand, Top Horse, and Hard Luck prizes will be given. Watershed prize and pot to top team with at least 3 members from the Gunnison Watershed.

Mistreatment of livestock or horses will not be permitted & may result in no time in the event or disqualification of the team from the Ranch Rodeo at the judge's discretion.

1. CALF BRANDING: 15 cows and 15 calves will be in the far end of the arena, the calves will not be numbered. Two teams will enter the arena at a time, and there will be two branding pits. One member of the team will have to rope a calf from behind the calf, and drag it across the line to his ranch's branding pit by walking or trotting only. If horse runs or lunges, the team will receive a no time. Flankers must not touch the calf before the calf crosses the line. If the roper loses a rope, the flanking crew can give him another rope, but he must rope the same calf which was roped before unless the loop fell off. The calf will then be flanked and all ropes off before brander leaves the circle. Brander shall then brand calf and return to circle, putting the branding iron in the bucket. Roper can leave cross the line back into the herd once the rope is off to get the 2nd calf. Time will be individually kept for each team, and time will be called on the 2nd calf branded and iron returned to the bucket.

Two Minute Time Limit (2:00).

2. STRAY GATHER Two cattle will be turned out at the far end of the arena. Time will start when team crosses starting point at the opposite end of the arena. Each team will be required to head and heel each steer or yearling with a maximum of five loops for EACH steer. **No front legs will be allowed in the head loop. Both cattle must be tied down by a minimum of three legs and remain tied for six seconds after both cattle are free from the touch of any team member.** Horned cattle may be used for this event if producer so desires. In the event of using horned cattle, legal head catch only. **Again, five loop limit for EACH cow not any combination thereof.**

THREE minute time limit (3:00).

3. TRAILER LOADING. At the far end of the arena will be 10-15 cattle. Team must sort their numbered cow out of the herd, push only that cow across the line then rope it by a legal head catch. Team must then load the animal into the trailer, then remove all ropes from steer and trailer. Team must then have 4 people in front of the pickup and 1 member horse back for time to be called. Pick-up doors and trailer door must be closed. Team will receive a no time if wrong numbered animal crosses line or cow is roped on the wrong side of line. Team will receive 5 loops only. **Two minute time limit (2:00)**

4. PEN AND DOCTOR. At the far end of the arena will be 10 roping cattle and 22 muley cattle. In the middle of the arena will be a 12' by 12' pen with a gate. Riders must sort their two muley cattle out of the herd, drive them to the pen and close them in the pen. They must then go sort their horned cow out, push across the line, head and heel (legal catches) and throw steer onto the ground. No loops can be thrown on herd side of the line. Team must then remove all ropes for time to be called. Team will receive a no time if wrong number animal crosses the line or cattle escape from pen before horned cow is roped. Team will be allowed five loops only. **Three minute time limit.(3:00).**

5. TEAM SORTING. At the far end of the arena will be 12 head of cattle, numbered 0-9 and 2 without numbers. Team will be given a number when they cross the line. Team must then sort cattle starting with their number in numerical order. There is no limit on number of riders in the herd sorting or on the line. If any-cow crosses the line out of order, or comes back after being sorted out, team will receive a no time. Time will be called when all 10 cows have been sorted in order and the 2 non-numbered cows remain behind the line. Each cow correctly sorted will be marked for time. (3 head in 45 seconds, 4 head in 56 seconds, etc.). **90 second time limit (1:30).**