

Event Rules & Regulations

- If horned cattle are used: Three (3) legal head loops: around the horns, half-head or around the neck.
- Mulley cattle: One Legal head catch of around the neck.
- If entries are short in either division we will fill up to 50 total teams for the team branding event.
- Team Branding teams must attend mandatory pre-event meeting at 8:15am in the arena

TEAM BRANDING:

- All teams will be entered into 1 full round. Fastest team in 1st round for each Division wins 100% of entry fees back.
- Top 10 teams from each Division will be called back for Round 2.
- Top 4 teams from Round 2 in each Division will receive cash awards based on a jackpot system.
- Teams will consist of 4 team members, 2 ropers and 2 ground crew members, ropers to switch with ground crew on second calf, same horses to be used in the switch.
- NO FULL-TEAM DOUBLE ENTRY – No maximum number of entries
- Each team will be required to rope and brand 2 head of cattle.
- The first round will brand the left rib and the second round will brand the right rib of the calf.
- Competition time is three (3) minutes maximum.
- A designated area will be chalked out on the arena floor. In it will be ground crew, bucket and brand. Correct location and direction of brand will be demonstrated and announced before competition begins.
- Ground crew to remain in designated area until calf headed, healed and stretched and horses are facing each other. The ground crew will flank the calf and secure both ropes on both back and both front legs. Calf must be totally secured before ground crew may return to the circle and fetch iron.
- Calves are branded where they fall and cannot be dragged or touch the designated crew area after roped.
- Ground crew takes brand from bucket and correctly marks calf.
- Once the last calf is branded, time will stop when the iron is returned to the bucket and the ground crew returns to the designated area.
- When flagger drops the flag time begins/ends.
- Legal catches: calf must be headed before heeler can catch, head catch must be around neck, or around the neck and one front leg, heeler may catch one or both hind feet
- In case of a tie breaker, each team will rope one head of cattle, fastest time wins.

CENTURY TEAM BRANDING:

All Team Branding rules apply to the Century Division with the exception of the following:

- Teams will consist of 4 members, 2 ropers and 2 ground crew members. The combined age of the 2 ropers must equal 100 years or more. ID must be provided at registration to confirm DOB.
- There is no changing of the team members for the 2nd calf; ropers remain ropers and ground crew remains ground crew.

STEER DRESSING:

- Four (4) person team; 10 teams max per round; Entry fee - \$40/team
- All team members must stay behind the chalk line until flag is dropped.
- 10 haltered calves will be turned out in the arena. Catch any available calf.
- Calf must be left standing to “dress”.
- A properly dressed calf includes: the hind legs through each leg hole of the panties and the panties pulled up over the top of the tail head. The calf must be dressed before leaving the arena.
- Time will stop once the first calf is “dressed” – and the entire team crosses the chalk line. A calf not properly dressed that crosses the line will result in no time for the team.
- There will be 2 rounds of Steer Dressing. The team with the fastest overall time will be the winner.

SORT-N-ROPE: Two (2) Person Team: NO LOOP LIMITS, Three (3) Minute Time Limit. Time limit will be cut-off if your time is too long to place in event. No full team double entries. Team will enter a designated area and bring one steer out into the arena; they will head and heel the steer. Steer must cross the line before it can be roped. Time will end when HEADER and HEELER are FACING and ropes are tight. Flag will drop to end time. Header must head and heeler must heel. Cattle will be chosen by random draw. Fastest time wins. One-foot heel loop will result in a five (5) second penalty. No time if steer is roped before it crosses the line.

PENALTIES:

- Any unnecessarily rough treatment of livestock – **DISQUALIFICATION (JUDGE WILL DISCUSS)**
- Branded on the wrong side – **NO TIME**
- Branded upside down – **NO TIME**
- Ground crew leaving the designated area early - **30 SECOND PENALTY**

CONTESTANT RULES OF CONDUCT:

- No one except team members, judges, or officials will be allowed in the arena during the events.
- Entry fees are non-refundable. \$25 fee for any returned checks
- Dress attire for all contestants; long sleeve shirts, jeans and closed toed shoes.
- No alcohol is allowed in the arena at any time.
- Sportsmanship - Contestants will display discipline, good sportsmanship, and proper behavior. Rude or aggressive behavior toward a judge, announcer, contestant(s) or event staff may result in a penalty or disqualification. No abuse of any livestock (horses/cattle) will be tolerated during this competition. Any participant found to be conducting themselves in an unsportsmanlike or inappropriate manner will be disqualified from all events and asked to leave the premises immediately.

ALL JUDGES DECISIONS ARE FINAL!