

Mountain States Ranch Rodeo, LLC

2019 Event Rules

CALF BRANDING

In the branding pen there will be 10 cows and 10 calves with numbers displayed. One member of the team will rope the designated numbered calf by the heels, one or two feet is legal. Time will start and the drawn number will be called when the roper's horse nose crosses the line at the entrance of the pen. The roper must drag the calf across the line by walking or trotting only. **If the horse lopes at any time, the team will receive a no time. At no point will the horse be allowed to lope with the calf in tow.** The remaining team members must not touch the calf or physically cross the line before the calf crosses the line. The members may touch the rope before the calf crosses the line, but under no circumstances will touching the calf or physically crossing the line prior to the calf completely crossing the designated line be allowed. This will result in an immediate no time. The calf must be flanked and held to the ground with all ropes removed **BEFORE** the brander is allowed to leave the branding pot circle. Brander shall then brand the calf and return the branding iron to the branding pot circle for time to stop. **Two minute time limit for the calf branding event.**

WILD COW MILKING

At the far end of the arena will be 10 cows numbered 0 to 9. The drawn number will be called when the first member of the team crosses the designated herd line and time will start. The team must sort the designated number cow out of the herd and bring her across the herd line CLEAN before she is legal for roping. The cow must be roped by a legal head catch, 3 loop limit. The team must then mug the cow, milk the cow in a standing position, remove the rope and bring the milk bottle **AND** the rope used to catch the cow to the designated finish point for time to be called. There must be enough milk in the bottle to actually see the milk poured from the bottle. **Two minute time limit with a 3 loop limit.**

Trash will be allowed but only after the designated number cow crosses the line first and is secured.

TRAILER LOADING

At the far end of the arena will be 10 cattle numbered 0 to 9. The drawn number will be called when the first member of the team crosses the designated herd line and time will start. Team must sort their numbered cow out of the herd, push across the line clean then rope the cow by a legal head catch. The team must then load the animal in the trailer and remove ALL ropes. All ropes

must be free from the inside or outside of the trailer. In addition to loading the cattle, one horse must also be loaded in the trailer. Four members of the team must get into the front of the pickup and shut all doors to the pickup for time to stop, or be on the flat bed of the pickup, whichever is the designated procedure. The remaining fifth member of the team is to remain horseback. Team will receive a no time if **ANY** trash crosses the designated herd line at any time!! If a wrong number crosses the line before the designated cow number crosses, the team will receive a no time. **Two minute time limit with a 3 loop limit.**

PEN AND DOCTOR

At the far end of the arena will be 10 horned cattle and 20 muley cattle numbered 0 to 9. The drawn number will be called when the first team member crosses the designated herd line and time will begin. There will be a 12'x12' pen with a gate placed somewhere in the arena, producer's choice. Riders must sort their 2 muley cattle from the herd and pen them in the placed pen and close the gate. Riders must also sort their horned cow from the herd, push it across the designated herd line, head and heel the cow and put it on the ground. The team must then remove all ropes for time to be called. Cattle may be sorted in any order as to the three designated numbered cattle. Team will be allowed 5 loops total to head and heel the horned cow. Head catch must be a legal head catch and heel may be one or two feet. **Muley cattle must be penned before the horned cow can be roped. If penned muley cattle escape from the pen before time is called, a no time will result. There will be no trash allowed at any time during this event. 5 loop limit with a 3 minute time limit.**

TEAM SORT

At the far end of the arena will be 12 cattle numbered 0 to 9 and 2 cattle without numbers. Team will be given a drawn number and time will start when the first team member crosses the designated herd line. The team must then sort the cattle starting with their called number in numerical order. If any cow crosses the line out of the designated sort order or if an already sorted cow comes back across the line towards the herd, a no time will result. **90 second time limit.**

STRAY GATHER

Two yearling muley 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 calf with a maximum of 4 loops for EACH calf. **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, four loop limit for EACH calf not any combination thereof and a 3 minute time limit for this event.

TEAM PENNING

At the far end of the arena will be 30 head of muley cattle. There will be numbers from 0 to 9 on three sets of the thirty. Each team's drawn number will be called when time starts at the designated start point. Each team must sort their three like numbered cattle from the herd and pen the three like numbered cattle in the designated penning corral. A total of 5 head will be allowed across the trash line at any time. But only the three like numbered cattle can be in the pen for time to stop. If a wrong number is in the pen, he must be removed for time to stop. If the herd of cattle "drift" across the trash line, the judge will have discretion to allow more than the 5 head across the line, but if the team **PUSHES** more than the five head across, a no time will result. **Three minute time limit.**