

RULES FOR BRONC RIDING:

Ride as rider can for 8 seconds. A standard working saddle must be used. No PRCA rigging allowed. No hobbling of one or both stirrups. Horse has to be saddled for everyday use. If catch rope is carried on saddle, it must be attached as it would be for everyday use. Judges will each score the horse 1-25 and the rider 1-25. The judges' scores will be added together for the total score.

Saddled for everyday use means; stirrups have no binding in order to hold stirrups forward, nor can stirrups be hobbled under the horse's girth. Flank cinch must be hobbled to front cinch with hobble strap no longer than 10 inches. Rope must be free except for the rope strap; no tying rope to anything but the rope strap. Stirrup leather must be standard leathers. Saddles should have a full or 7/8 double rigging. No centerfire or 5/8 rigging allowed. Saddle will be inspected, and violations will result in immediate disqualification for that round.

RULES FOR STRAY GATHERING:

Each team has four ropers: two headers and two heelers. Ropers must remain behind line approximately 30 feet from the south end of arena. Anyone crossing line to arena side before flag drops will be fined a ten second penalty, for each occurrence.

Two steers will be released from under the announcer's stand. When both steers clear gate into arena, judge drops flag to start time. Once time starts, ropers proceed to cattle. Headers have one minute to catch both heads or team is disqualified. Once header has caught steer with legal head catch (around horns, around neck or half head catch), the heeler ropes the heels. One heel permitted. Once heeler ropes heels or heel and ropes are tight, horses must face. When horses face, header must drop rope to ground, dismount and proceed to steer. Dally only.

If only one leg is caught, header must mug or tail steer down. Once steer is on ground, heeler dismounts and helps remove ropes and ties steer down. Three legs must be crossed and tied (any rope **in play** must be off of horse). Once both steers are tied and time stops, steers must remain tied for six second. Absolutely no abuse to steers is allowed.

2 minute time limit

RULES FOR WILD COW MILKING:

Four man team of riders, 2 of whom may be ropers. Team must start behind line approximately 30 feet from south end of the arena. Cow will be released from under the announcers stand. Time starts when cow clears gate and judge drops flag. Any team crossing the line before the flag drops will be disqualified. Roper must rope the cow with the head passing through the loop; no heeling. Dally only. No intentional tripping or dragging the cow. **Two loop limit.** If the first loop is a miss, roper may rebuild a second loop or second roper may throw the second loop. Only one legal catch is allowed. If roper misses his dally, his team shall catch the rope on foot. Once cow is roped, the team dismounts and the muggers hold the cow while milker milks her into a bottle. Cow must be standing on all four feet when milked. After team dismounts, no team member may remount until flag has dropped. All ropes that are out must be off roper's horse before cow is milked. Milker then runs to judge at chalked circle and hands bottle to the judge. Team will be disqualified if no milk is poured from bottle or if milker pours milk from bottle. There is **5 seconds** to attempt to get milk out of the bottle. Ropes must be off cow before flag drops.

2 loop limit; 2 minute time limit

RULES FOR TEAM PENNING

Four man team of riders. A herd of numbered cattle shall be behind a line 60 feet from the north end of the arena. As riders approach the line, announcer shall call the number drawn for them. Team must cross line immediately after number has been called. If team stops as to look at their cattle before crossing the line, flagman will drop flag starting time. No more than one man in the herd at any time. More than one man in herd will result in a 30 second penalty for each infraction. Time begins when first rider crosses the line. All team members may cross the line and anyone may cut the cattle. Without loping into the herd, team has three minutes to cut 3 head of cattle with the designated number and pen them in a portable pen at opposite end of arena. No more than 5 head of cattle may cross the line while the cutting is taking place. More than 5 will result in NO TIME. If time is called with any wrong numbers penned or more than 3 calves penned, team will be disqualified. A 30 second penalty will be added to time for loping in the herd for each infraction. Team with fastest time and most correctly numbered calves penned, wins. Team may call for time on 2 head penned. Judge may disqualify any team for unnecessary roughness. No points are awarded for one calf penned.

3 minute time limit

RULES FOR CALF BRANDING:

Four man team consisting of 1 roper, 2 flankers and 1 brander. **No loping** in or out of herd. Judge has the option to disqualify if this is abused. 2 calves are to be branded each performance. Calf may be headed or heeled. If calf is brought to the fire by neck catch, he must be standing. If caught by one leg, a catch above the hock is not allowed. Calf must be pulled across the line. Horse shall not exceed a trot when pulling animal to fire. Each calf must be flat on its side with ropes removed before brander can remove iron and brand calf. Brand shall be placed on hips or ribs. Time stops when iron is returned to bucket after the second calf is branded. Branded calves must return to the herd before it is eligible to be used again in competition. No flankers can cross the line unless given permission by the judges. Brander or roper may not assist the flankers in any way on the ground. Roper may dally only.

(Contestants who are not participating are not allowed in the arena.)

3 minute time limit