**WILLITS FRONTIER DAYS**

**RANCH RODEO 2023**

**EVENTS AND RULES**

**1. Calf Branding**

1. A three (3) man team, including two ropers & one ground man. On the second round one roper must switch the ground man after the first calf is branded.

2. Two (2) calves are released into branding pen. Time begins when you enter the branding pen.

3. Each team will have a four (4) minute time limit to rope both calves, allowing all the loops they need. The calves must be headed and healed. Head catches must be head or head with one front leg.

1. Heeler may catch one or both hind feet.

5. Ground man must stay in designated area until calf is headed and heeled. The ground man may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown.

6. The ground man must remove the head rope and place it around both front feet and both heels must be in loop. Failure to do so will result in a 30 second penalty. After the calf is flat on its side and the rope is around all four feet, the branding iron is removed from the bucket, the calf branded on its hip on the left side, and the iron returned to the bucket after branding each calf. **Ground man must return to designated area after each calf is branded.**

7. Time stops when branding iron is in the bucket after the second calf.

8. The winner is the fastest time on two calves.

9. No Loping prior to catching calf. Failure to do so will result in a 30 second penalty.

**2. Ranch Doctoring**

1. All three (3) team members will be mounted when time begins. Riders will approach the herd to contain and hold the herd.
2. Only one rider in the herd at a time.

3 Any one of the three riders can rope the designated steer **after it has**

 **been sorted through the barrels**. Steer may not return to the herd

 once brought through the barrels, **if the steer returns past the**

1. **barrels you get a no time.**
2. Three (3) loop limit per team.
3. Any other steer crossing through the barrels will result in a “no time.” Team is not responsible for herd after steer is down. (after designated

Steer crosses thru barrels not responsible for rest of herd).

1. Once steer is roped, one other mounted rider must heel the steer. The steer must be brought to the ground without choking. If the steer is jerked down it must be day lighted.
2. Legal head catches will be neck or neck and one foot, figure eight is OK on one, not two front feet. **Illegal head catch may not be dallied.**
3. The ropes must be set before doctoring, front and hind legs. Once set, one team member will place an “chalk line on head” mark on the right rear hip of the steer (where in injection would be placed).
4. Time will end when ropes are clear and all team members are mounted.

**3. Team Sorting**

1. Three (3) minute time limit.
2. Herd of numbered cattle will be brought into the arena. All three (3) team members will enter the arena and will be given their starting number.
3. Only one rider in the herd at a time.
4. The cattle, three animals in all, will be driven thru the barrels. Any out of order cattle driven across the line or thru the barrels will call for a “no time.” Any cow that is driven thru the barrels, that is not part of the numeric order will result in a “no time.” You shall stop sorting if you receive a “no time.”
5. If the cattle already sorted come back across the foul line, the clock will be stopped and time will be called.
6. If all cattle are sorted, then the time will become the determining factor. The clock will be stopped when the last cow crosses thru the barrels. **The most cattle out in the fastest time wins.**
7. Hazing of cattle with hats, Romal, or ropes will be cause for disqualification. Ropes must stay latched on saddles, not in hand.
8. Slapping of hand on leg or Romal to leg is permitted.
9. Cattle will be settled after each run to the satisfaction of the next team.
10. **Can take a time on 2 head after the 30 second time warning.**

**4.Trailer Loading**

 1. 3-minute time limit.

 2. 3Team members to participate.

 3. Truck and trailer parked by side of arena; two panels tied on side of

 Trailer.

 4.Three horses in trailer, three members in truck.

 5.Cattle will be released, at the sound of horn unload horses, set panels

 If desired (not required). Mount up, load all three cows in trailer.

 Close door. Put panels back on side of trailer, (tie on trailer is not

 Required).

 6.All three team members, while holding their horses must have hand on

 Trailer for a time. Any loose horses or cattle after time limit will result

 In a no time.