

October 7th, 2011

Ranch Rodeo Rules:

Updated: 9-19,2011

All events are **CASH** only please. No Checks or Credit Cards. We need cash to payout cash. To register one must call 435-826-4088 home, 435-616-4088 cell or e-mail cassie.lyman@usu.edu with contact information and events they wish to enter. E-mail registration will be accepted until Wednesday October 5th 10pm. There will be NO onsite registration this year. Entry fees need to be paid Friday October 7th before 5pm again no additional event can be added at that time.

Mutton Busting: Cost \$5.00 per contestant. No riders over 50 lbs, all youth that ride out of the chute win a 2 dollar bill.

Hide Race: Cost \$10 per person per team. Two person team event. Mounted rider starts behind the time line with hide dalled to horn. When team member is in position at the far side of the arena near the barrel, the mounted rider races up to team member and around the barrel, the un-mounted team member quickly jumps on the hide and the pair races to the start/finish line. Time starts as the horse crosses the time line and time stops when horse w/team member crosses time line. No tome is given if horse crosses the line without hide rider

Team Ranch Sorting: Cost \$10 per person per team. Two person team event
Three divisions: Youth (under 18) team, Youth with Adult team and Adult team. Sorting begins with 10 head of cattle shuttled into two round pens connected by a 12-16 foot entrance. Ten of the cattle are wearing numbers zero through nine. The two riders enter the pen without cattle in it. A number is randomly generated and called out. The time starts as the first rider enters the pen with cattle in it. The team has 90 seconds to sort 3 cattle with consecutive ascending numbers in the opposite pen. For example: If five (5) is the number given, the contestant will sort number 5 first, followed by 6, and then 7. The cattle must be sorted in the proper order. If any part of a numbered cow crosses the start/foul line prior to its correct order, the rider receives a no time. A cow is considered sorted when the entire animal is completely across the start/foul line. Three timers will be used and each cow sorted will be given a time. The fastest time the 3 head of cattle are sorted determines the winning team.

Ranch Roping: Cost \$10 per person per team. Three person team event. All team members may be mounted on horses with ropes. Any one member of team may rope but the team is limited to a total of 5 loops. A randomly generated number and brand location will determine which animal is to be branded and the brand location. This number and brand location will be called out and time starts as first

rider crosses time line. One member of team must rope the head, one member of the team must rope the heels, and then they stretch the animal. The third member of the team does the following ground work:

- can maneuver the calf so it is lying on the correct side,
- removes the rope from the head and places it around both front feet,
- makes sure both hind feet are in the back rope (placing rope on both feet if only one leg is caught),
- retrieves brand from the brand pit,
- brands calf on designated spot, and returns brand to pit.

Time is stopped when calf is standing, ropes removed and brand is returned to the pit. 30 sec penalties are given for each of the following:

- if calf is not branded on the correct side,
- if rope is not moved off the head to the front feet,
- if the hind rope is not around both hind feet before branding.
- if horse is left without a rider (riders must always have contact with horse, or a teammate can have control of another members horse)

Team will be disqualified at the discretion the flager/judge, for running into herd, and unnecessary roughness of stock.

Stock Trailer Load: Cost \$10 per person per team. Three person team event. five minute time limit. All team members must have horse. All team members begin inside front of provided truck with doors closed and horses in provided trailer. A randomly drawn number is called. Time begins as Judge sounds a horn. All riders exit truck, unload and mount horses. Riders separate and load into provided trailer their assigned cow. Time is called when trailer is closed.

- Cattle should be handles as calmly as possible.
- More than the assigned cow can be brought to trailer but only assigned cow can be loaded.
- Ropes may be used but can not be tied or run through trailer to load cow.
- Riders can dismount to shut trailer gait, but need to be mounted until cow is in trailer.
- Horses need to always be under someone's control unless inside trailer. (ex: rein in hand of rider or one of riders teammates)
- Horses do not need to be tied in trailer. Bridles can be left on.

Teams will be disqualified at the discretion of the flager/judge for unnecessary roughness of stock, and loading incorrect cow.

Penalties 5 sec are given: for rider dismounting before cow is in trailer.