

# Red Bluff Jr. Roundup - Cattle Days

OCTOBER 28<sup>TH</sup> & 29<sup>TH</sup> 2016

## RULES

**PLEASE REMEMBER TO PAY FOR ALL STALLS, RV & TENT FEES SO WE DON'T GET CHARGED ADDITIONAL CHARGES,**

**ALSO, PLEASE PICK UP ALL GARBAGE. ALL CHECKS AND AWARDS WILL BE GIVEN OUT AFTER THE LAST EVENT.**

### **BASIC RULES:**

**Arena Director and judges have the final say on any disputes.**

ALL EVENTS EXCEPT THREE MAN TEAM EVENTS COUNT TOWARDS ALL AROUND.

NO GROUND SPLITS.

Drags will be as deemed necessary by management.

Anyone in the arena must be in full western attire (hat, cowboy boots, pants, long sleeve shirt and long pants).

The 3 call rule will be strictly observed, sixty (60) seconds after the last contestant(s) leave the arena, the following contestant(s) must be in the arena and ready to ride. Any delay will be considered a "no time", unless waived for a good reason. Contestants must be ready at the gate, however if the contestant is up in both arenas they must have someone at the gate to advise.

**Stick Horse Barrels:** Cloverleaf barrel pattern, two rights – one left, or two lefts – one right. Five seconds added for knocked down barrel. Disqualification if off pattern.

### **Dummy Roping:**

- 3 legal head catches (slick horns, half head, neck catch), fishing is allowed but not off of the dummy's whole body.
- Slack must be pulled tight
- Contestant must stay behind the board line; they cannot be on the line. (we will judge it)
- All contestants get 3 loops. Best on 3 comes back for sudden death reach round(s).

### **Sudden death reach round (s) in case of a tie**

- Sudden death = if you miss, you are out.
- Before each round begins the judge is to move the dummy forward 1 foot each round (after all have taken a turn).
- Judges have final say!

**Mutton Busting & Calf Riding:** Chute run. 6 second ride.

**Goat Undecorating:** Time will start when contestant crosses the line. Contestant must take ribbon off the goat's tail and carry it back across the finish line in order for the time to stop. If contestant crosses the line without the ribbon they will receive a NT.

Horses will be able to be shared in different age groups. 6-10 kids may be lead in by a parent, and parent may stay in the arena during the run.

**Barrel Racing, Pole Bending, Goat Tying, Breakaway Roping, Chute Dogging, Steer Riding,** basic High School Rodeo rules to be used as a guideline except stock rules.

**Steer Stopping:** 30 second time limit, must face up, two loops, legal head catch.

**Steer Daubing:** 30 second time limit. Lift dauber in the air to call for time, must be obvious mark.

**Sack Roping:** 60 second time limit, ten foot circle, must swing rope. 10 second penalty for crossing over or on the line. Must be dallied before taking off.

**Team Roping:** 3 loops, closed gate, 30 seconds.

**Team Events:**

Ownership of cattle has been determined by the creation of brands for the ranches for many years. These brands indicate the ownership of the animal and assist in identifying those cattle that have strayed to other ranches. Branding time on a ranch is a tradition that has stayed much the same for over 100 years. It is an event that brings ranches together to brand the spring calves and to vaccinate and doctor those that need it. This event is a timed event and all of the cowboys participating have to show their skills in riding, roping, sorting, and handling the calf. For this event paint or flour is used on the animals and the fastest time wins.

**Ribbon Roping & Hide Race— grounds rule meeting**

**Calf Branding:** Each team will be required to brand 3 calves. Time starts when team is ready, there will be a 5 minute time limit. One team member will work on the ground to set ropes on both front and hind feet before branding. The other two members will head and heel the animal. Each roper will head and heel a calf and work the ground. Head catches must be head or head with one front leg. After each calf is branded, the team members will change places. Ropers may not break from a trot until calf is headed. Calf must be headed before heeler can make his catch. The heeler may catch one or both hind feet. The ground man may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown. As soon as calf is headed and heeled, ground man may leave designated area, throw calf, place head rope on both front feet and, if necessary, place heel rope on both hind feet, while working on calf, iron must be in the bucket. When calf is stretched by all four feet, branding iron may leave designated area. All four feet must remain in the stretched ropes while brand is placed on calf. Ground man must return the designated area after each calf is "branded." Location of the brand must be on the left rib, properly placed. On the last calf, after the brand is placed, the ground man returns to the designated area and puts the iron in the bucket for time. Any cattle called for are yours. If any roper falls from his horse, ground man can only grab rope to avoid accident. Calf then has to be released, and if roper is able to remount with no equipment failures then he can re-rope his designated end and team run can be completed. No one except team members, flaggers, judges and/or RBJR/Cattle Days officials will be allowed in arena. A 30 second penalty will be assessed for each infraction of the above rules. THERE WILL BE A 5 MINUTE TIME LIMIT.

**Ranch Team Sorting:** A cowboy needs to have the ability to sort a certain cow or calf from the heard. It is a difficult process and it requires extreme concentration by the cowboy and his horse. They must react to the movements of the heard and be able to respond quickly to drive the cattle the direction they want them to go. Team sorting simulates this process and requires the cowboy's and their horses to sort numbered cattle from a heard and move them across a line. As you watch this event it may appear they are getting the cow to go where they want them to but in a fraction of a second everything may change. This event is very exciting and showcases the cowboy's and their horse's skills. A three man team will sort cattle out of a designated group of cattle. There will be 7 different color groups of 7 head each. One rider in the herd at a time. The team must take their color of cattle out of the herd between two barrels. Any cattle not going between the barrels stops you time. Any wrong colored cattle crossing the line of the two barrels stops the team's time. The most cattle out in the fastest time wins. There will be a 3 minute time limit.

**Team Doctoring:** Just like people the cattle can get sick and they need attention. There are vaccines and medication created specifically to keep the animal healthy and it is the cowboy's job to keep that animal in the best shape possible. As the cowboy recognizes a sick animal he must determine a treatment and rope that animal to give it medication. This event simulates that process the animal is roped at the head and at the heels and a mark is applied to the animal's forehead. The fastest time wins. Ranch doctoring is a three man team event. The arena will have two barrels at about 1/3 of the arena. Riders will cut one of the designated cattle out of the heard. Designated cow may only be cut from the herd and removed between the two barrels. Only one person in the herd at a time. Header cannot throw loop until cow has passed through the barrels. Designated cow may not return to the herd once brought through the barrels, if the cow returns past the barrels you get no time. Legal head catches will be neck or neck and one front foot, figure eight is OK on one, not two front feet. Illegal head catch may not be dallied. The designated can be heeled in far 2/3 of the arena. The vet leaves his horse after header and heeler face and sets the ropes (both front and hind feet) and places a mark on the cow between its eyes. If the cow is jerked down it must be daylighted. The time starts when the first rider passes the designated starting line. No more than 3 loops can be used, one loop per rider. The vet will raise both hands to signal the end of the time. You can and will be flagged out for any unnecessary roughness. There will be a 3 minute time limit.