



**Laramie Jubilee Days  
Ranch Rodeo Rules  
2009**

**General Rules**

1. Abuse of either personal animals or event animals is strictly prohibited. **No exceptions.**
2. No alcoholic beverages permitted in the arena.
3. No loud, obnoxious profanity or unsportsmanlike conduct.
4. The violation of any of these general rules could result in Team disqualification.
5. There will be three legal loops (catches); neck, neck and 1 front leg, neck and figure eight both front feet.
6. No loping in the herd at any time

**EVENT RULES**

**Team Branding**

1. A four person team: a roper, two flankers and a brander.
2. The herd is held behind a line.
3. Time begins when the roper crosses the line. Walk into the herd and no faster than trot coming out, the roper may use as many loops as they need before time has expired.
4. The ropers may not rope outside the line.
5. The flankers may not touch the calf until the whole calf has been dragged across the line. To do so will result in a 30 second penalty. After the calf is flat on its side and the rope is removed, the branding iron is removed from the bucket, the calf branded in the designated location. The iron is then returned to the bucket after branding each calf. Time stops when the branding iron(s) is in the bucket.
6. The winner is the fastest time. A 30 second penalty will be assessed for the horse moving out (loping) either in the herd or dragging calves.
7. Two minute time limit.

### **Team Doctoring**

1. A four person team.
2. The herd will be held behind a line. As riders approach the line, the announcer will call a number which has been drawn for them. Time begins when the first rider crosses the line. Without loping in or into the herd, numbered yearling must be cut out from the herd and driven across the start line, before it can be roped. Loping in the herd will result in a no time. If the yearling gets back across the line, before it is roped, roper may not chase it through the herd, but must slow down and cut it out again. Only designated animal may cross the line. Other animals crossing will result in a 10 second penalty per head.
3. All 4 team members shall be horseback. Ropers may rope either end, head or heels. Herd holders may cross the line after time starts. Only one person may be in the herd at one time.
4. Ropers may dally or tie hard-n-fast. Ropers are allowed 1 loop each at each end.
5. Steer must be upright when it is headed and/or heeled. Steer must be headed first. Steer must be lying on its side prior to doctoring, with ropes on both front and hind feet.
6. After stringing feet, vet will place a mark between its eyes and raise his hands, stopping time. Mark must be between its eyes or will result in a 30 second penalty.
7. Three legal head loops: around the neck, or neck and one front leg, around the neck and figure 8 around both front legs.
8. Two minute time limit.

### **Sort and Pen**

1. A four person team.
2. A herd of numbered animals will be held behind a line.
3. As riders cross the line, the announcer will call a number which has been drawn for them. The team may not have more than one team member in the herd at one time. More than one person in the herd will result in a no time. All team members may cross the line and cut the cattle.
4. Without loping in or into the herd, the team has 3 minutes to cut 3 head bearing the called number and the following 2 numbers (in order) and pen them in a portable pen at the opposite end of the arena. Once an animal has been **cleanly** cut out of the herd (2 or more animals constitute a herd) the cutter may lope, regardless of his/her position in relation to the line. Only the designated animals may cross the line. Other animals crossing the line will result in a 10 second penalty per animal. There will be a no time for loping in or into the herd.
5. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.

### **Trailer Loading**

1. Herd will be settled at one end of the arena.
2. All team members will be mounted at the starting line, time starts when the first horse crosses the line. There will be no loping in or into the herd at any time.
3. The team has 3 minutes to sort only the designated animal across the line, load it into the trailer, and shut and latch the gate. Other animals crossing the line will result in a 10 second penalty per animal.
4. Time stops when all 4 team members are mounted and back behind the starting line with all ropes being off of the cattle and in the ropers possession..
5. The team with the fastest time wins.
6. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.