



**Laramie Jubilee Days
Ranch Rodeo Rules
2011**



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 or into** the herd at any time.
7. A herd is considered as two (2) or more head.
8. Judges decisions/rulings are final.

Event Rules

Camp Draft (Stockmanship)

1. A four person team.
2. There will be 2 yearlings penned at one end of the arena.
3. Time starts when the gate is opened to release the yearlings.
4. The yearlings will be driven the length of the area.
5. Both head will have to go through a figure 8 around the barrels and brought back to the other end and penned.
6. Time stops when both yearlings are penned and the gate is latched.
7. All four team members must be horseback when the gate is opened.
8. The team members may be anywhere in the arena they feel necessary, excluding inside the pen with the cattle, when cattle are released.
9. Any team may be disqualified for unnecessary roughness of the cattle or horse at the judge's discretion.
10. 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 start line, before it can be roped. Loping **in or into** 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 the line will result in a 10 second penalty per head.
3. All four team members must 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 be tied hard-n-fast. Ropers are allowed 1 loop 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 steers eyes and raise his/her hands, stopping time. Mark must be between eyes or will result in a 30 second penalty.

7. Three legal loops: around the neck, neck and one front leg, around the neck and figure 8 around both front legs.
8. Any team may be disqualified for unnecessary roughness of the cattle or horse at the judge's discretion.
9. 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 time line, the announcer will call a number which has been drawn for them. All team members may cross the line, though 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.
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 the alley under the crows nest. 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. One, two, or three head can be penned , though preference is given to 3 over 2, and 2 over 1.
6. Any team may be disqualified for unnecessary roughness of the cattle or horse at the judge's discretion.

Trailer Loading

1. A four person team.
2. Herd will be settled at one end of the arena.
3. 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.
4. The team has 3 minutes to sort only the designated animal across the line, load it into the trailer, and shut **AND** latch the trailer gate. Other animals crossing the line will result in a 10 second penalty per animal.
5. 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.
6. Any team may be disqualified for unnecessary roughness of the cattle or horse at the judge's discretion.