

# Cowboy Days 2021

## Saturday, October 2, 2021 Event Schedule

Sign in 7 am—Start at 9 am

Barrel Racing

Cowboy Roping

4 Man Ranch Branding

3 Man Trailer loading

Reverse Steer Stopping

\*\*(Time permitting may hold muley team roping jackpot Saturday Only)

## Sunday, October 3, 2021 Event Schedule

Sign in 7am—Start at 9am

Ranch Cattle Sorting (2 man pen to pen)

In and Bye

3 Man Line Sorting

2 Man No Rope Trailer Loading

Speed Team Penning

Event Rules & Regulations \*subject to change

### **BARREL RACING:**

\$20 per person per go. Timed event using three (3) barrels in a cloverleaf pattern. The timer begins when horse and rider cross the start line and ends when the barrel pattern has been completed and horse and rider cross the finish line. A contestant will be given a “5 second penalty” for knocking over a barrel (each barrel knocked down will result in a 5 second penalty – so max of 15 seconds). Touching a barrel, including keeping it from falling, is permitted without penalty. An over and under or crop etc. may be used but no contact in front of the girth. A contestant will be

given a “no time” for breaking the pattern or breaking the barrier (timing line). A rerun will be granted if the timer(s) fails to work properly. You may take either the right or the left barrel first. A rider may ride up to 5 horses (max of 5 goes), but can ride each horse only 1 time. Horses may go more than 1 time with a different rider. Fall of horse and/or rider shall eliminate the entry.

### **COWBOY ROPING:**

\$20 per person per go. Two Person Team: Designated Header & Designated Heeler, NO LOOP LIMIT, Two Minute Time Limit. Individual contestants limited to 5 go's as long as partners change \*SWITCHING ENDS TO CREATE A NEW TEAM IS OK SINCE DESIGNATED HEADER / HEELER. Header to wear marker. HOWEVER, you cannot switch header/healer during your run. Header must head and heeler must heel. Using numbered cattle, time begins when header crosses the start line (box will be chalked). At that time the cattle number will be called. The header and heeler have no restrictions on speed. Time will end when HEADER and HEELER are FACING and ropes are tight. Flag will drop to end time. Cattle will be chosen by random draw. Fastest time wins. One-foot heel loop will result in a five second penalty. Around the neck with a front leg will be penalized by 5 seconds. Muley cattle will be used: Two Legal head catches - around the neck and neck with ONE FRONT LEG which results in a 5 second penalty. Time limit will be cut-off if your time is too long to place in event. No walk/trot rule. Fall of horse and/or rider or loss of rope shall not eliminate the entry. If a rope is lost it must be picked up by you, or your team member only.

### **RANCH BRANDING:**

\$20 per person per go. A (4) person team, (2) ropers and (2) muggers, (2) minute time limit. Time limit will be cut-off if your time is too long to place in event. Individual contestants limited to 5 go's as long as one partners changes & or Partners change from Roper to Mugger, ropers may not switch ends with same muggers. No Designated Header/Heeler.

BRAND LOCATION FOR ALL TEAMS WILL BE THE SAME AND ANNOUNCED BY JUDGE WHEN RULES FOR RANCH BRANDING ARE READ. BRAND LOCATION \_\_\_\_\_

Cattle number will be called when team crosses start line. They will have a (2) minute time limit – NO LOOP LIMIT - to brand one (1) calf. Ground crew (muggers) must stay in designated chalked box area until the calf is stretched. As

soon as the calf is stretched (headed and heeled), the ground crew may leave the designated area, throw the calf, place the head rope on both front feet, and, if necessary, place the heel rope on both hind feet. While working on the calf, the Branding Iron must be in the bucket. When the calf is flat on its side and stretched by all four feet, the branding iron is removed from the bucket, (no throwing the branding iron at any time during the event) the calf branded on the position called, and the iron returned to the bucket. Time stops when branding iron is returned to the bucket. The BRAND MUST be applied correctly (i.e., correct side up, correct location).

The winner is the fastest time. Calf must be headed before the heeler can make his catch. The heeler may catch one or both hind feet. A team will be disqualified for any action the judge feels to be unnecessary roughness to the cattle or horses, or unsportsmanlike conduct. Any attempt by a dismounted rider to work cattle before remounting will result in an automatic disqualification. Disqualification of a team member will result in disqualification of the entire team. In the event of a tie, points will be divided equally. Muley cattle will be used: Legal head loops; around the neck or around the neck with ONE front leg. (NO PENALTY for either of these catches) NO WALK/TROT RULE FOR HEADER OR HEELER.

NO TIME FOR: (1) Wrong brand location or position, (2) Brand leaves box before calf is stretched, (3) Muggers leave designated area before calf is roped and stretched (except to pick up lost rope), (4) Throwing of branding iron. Fall of horse and/or rider or loss of rope shall not eliminate the entry. If a rope is lost it must be picked up by you, or one of your team members only. After rope is picked up rider must remount or muggers fully returned to box before all can start up again.

### **3 MAN ROPE TRAILER LOADING:**

\$20 per person per go. (3) Person team, (2) minute time limit with a 30 second warning. In a two (2) minute time limit, a team of (3) shall sort out and move the designated number cow across the foul/start line. Teams will be given a number & time will start/flag will drop when first horse's nose crosses the start/foul line. As an example, if your number is called (3), you must find and sort out animal number 3 and that is the animal that must be roped and loaded into the trailer. There is no loop limit or designated roper. All team members can enter foul area. Trailer door is open upon start for each team. Anyone can sort out/rope the animal, but must be a legal catch before loaded into trailer. If any number goes over the foul line that is not your given number there is no penalty. The team that ropes their designated animal and loads it fastest will win. Cow must be roped, cannot just be chased into trailer.

Additionally, only one rope on the cow at a time (legal catch or otherwise). No additional loops on the cow or additional ropes dallied off to saddle etc.

Time will stop when trailer gate is shut. If any cow other than your designated cow enters the trailer that results in a no time. Limited to 5# of Go's as long as at least ONE Partner(s) changes. Teams must be given a warning when 30 seconds remain. If an animal leaves arena of its own accord, team may be given a re-run. The team can be disqualified if animal leaves arena due to unnecessary roughness. A team may be disqualified for unnecessary roughness to cattle or horses or any unsportsmanlike conduct. Time limit will be cut-off if your time is too long to place in event. Fall of horse and/or rider shall eliminate the entry.

### **REVERSE STEER STOPPING:**

\$20 per person per go. Max entry 5 times (on different horses). Contestant must start behind the designated line. Contestant will call for the steer to be released (FROM BEHIND THE LINE) from the chute, when the animal clears the chute, the flag will drop and start the time. Once the flag drops, contestant may then cross the line, run down and rope steer around the neck. *If you cross the line before the flag drops you will be disqualified.* YOU CAN NOT ROPE HEAD WITH A FRONT LEG AS A LEGAL CATCH FOR THIS EVENT. The time will stop when the contestant dallies, turns the steer to face him, and the rope is tight. NO LOOP LIMIT JUST 2 MINUTE TIME LIMIT. Time limit will be cut-off if your time is too long to place. Fall of horse and/or rider or loss of rope shall eliminate the entry. ONE PERSON IN THE ARENA at a time.

**\*\* TIME PERMITTING ON Saturday \*\***

### **JACKPOT ONLY MULEY TEAM ROPING\*\***

1. Two person team, TOTAL 2 LOOP LIMIT with 30 second time limit. Not per man! This is one head loop and one heel loop only.

2. Both ropers will start in the header/heeler box. The ropers will signal the chute the time will start when flagged at the barrel. The ropers cannot rope the steer until it passes the barrel. **\*\*barrel for barrier roping\*\***

3. If the ropers rope the steer before it passes the barrel the team will be assessed a 5 second penalty. **\*\*barrel for barrier roping\*\***

4. The catch pen gate will be open.

5. Muley cattle: one (1) legal head loop, around the neck.

6. One-foot heel loops will result in a 5-second penalty.
7. The team with the fastest time will be declared the winner of the event.

**\*\* DOES NOT COUNT FOR BUCKLE/HIGH MONEY AWARDS\*\***

\$25 a man so \$50 a team with 50% payback (no cattle or teams held out – straight 50/50). 5 go limit with one partner changing each time – can switch ends to constitute new team. MULEY TEAM ROPING – 20 team cap. Fastest Time Takes it – Ties would split pot\*\*

### **TWO MAN RANCH SORTING:**

\$20 per person per go. 2 person team, 90 second time limit, 30 second warning. A team of 2 shall sort out and move 10 head of cattle across the foul/start line which is the center of the “8” round pen in numerical order. Teams will be given a number & time will start when first horse’s nose crosses the start/foul line. As an example, if your number is called (3), you must start with animal number 3, and then follow in sequence 4, 5, 6,7,8,9,0,1,2. If any number goes over the foul line, out of sequence, it is a no time. You must not allow a sorted animal to return over the foul line, or that will be a no time. The team with the most cattle sorted in the shortest time will win. Limited to 5# of Go’s as long as at least ONE Partner(s) changes. Teams given a warning when 30 seconds remain. If an animal leaves arena of its own accord, team may be given a re-run. The team can be disqualified if animal leaves arena due to unnecessary roughness. The judge's decision is final. Team may be disqualified for unnecessary roughness to cattle or horses or any unsportsmanlike conduct. The rider(s) can make no contact with the cattle. Time limit will be cut-off if your time is too long to place. Fall /dismount of horse and/or rider shall eliminate the entry.

### **IN AND BYE:**

\$20 per person per go. 2 person team. Time limit of 90 seconds. 30 second warning will be given. Limited to 5# of Go’s as long as at least ONE Partner(s) changes. Herd consists of ten cattle, numbered 0-9 in alley. Pens will be assigned odd or even when riders enter alley. Cattle must be sorted into designated pens. Any wrong number sorted or sent bye will result in a no-time. Any cattle escaping pen will result in a no-time. Time will start when first horse’s nose crosses the start/foul line. Time will stop when all cattle are in correct designated pen. Winner will be determined on the number of cattle sorted or fastest time on all ten head. Fall of horse and/or rider shall eliminate the entry.

### **THREE MAN LINE CATTLE SORTING:**

\$20 per person per go. (3) Person team, (2) minute time limit with a 30 second warning. In a two (2) minute time limit, a team of (3) shall sort out and move 10 head of cattle across the foul/start line in numerical order. Teams will be given a number & time will start when first horse's nose crosses the start/foul line. As an example, if your number is called (3), you must start with animal number 3, and then follow in sequence 4, 5, 6,7,8,9,0,1,2. If any number goes over the foul line, out of sequence, it is a no time. You must not allow a sorted animal to return over the foul line, or that will be a no time. The team with the most cattle sorted in the shortest time will win. Limited to 5# of Go's as long as at least ONE Partner(s) changes. Teams are given a warning when 30 seconds remain. If an animal leaves arena of its own accord, team may be given a re-run. The team can be disqualified if animal leaves arena due to unnecessary roughness. The judge's decision is final. A team may be disqualified for unnecessary roughness to cattle or horses or any unsportsmanlike conduct. The rider(s) can make no contact with the cattle. Time limit will be cut-off if your time is too long to place in event. Fall of horse and/or rider shall eliminate the entry.

### **TWO MAN NO ROPE TRAILER LOADING:**

\$20 per person per go. (2) Person team, 90 second time limit with a 30 second warning. In a 90 second time limit, a team of (2) shall sort out and move the designated number cow across the foul/start line. Trailer door is open upon start for each team. Teams will be given a number & time will start/flag will drop when first horse's nose crosses the start/foul line. As an example, if your number is called (3), you must find and sort out animal number 3 (across the line) and that is the animal that must be loaded into the trailer. Anyone can sort out the animal/cross foul line. If any number goes over the foul line that is not your given number there is no penalty. The team that sorts out their designated animal and loads it fastest will win. Time will stop when trailer gate is shut and latched. Limited to 5# of Go's as long as at least ONE Partner(s) changes. Teams must be given a warning when 30 seconds remain. If an animal leaves arena of its own accord, team may be given a re-run. The team can be disqualified if animal leaves arena due to unnecessary roughness. If any cow other than your designated cow enters the trailer that results in a no time. A team may be disqualified for unnecessary roughness to cattle or horses or any unsportsmanlike conduct. Time limit will be cut-off if your time is too long to place in event. Fall of horse and/or rider shall eliminate the entry.

### **SPEED TEAM PENNING:**

\$20 per person per go. (2) Person team, (90) second time limit with a 30 second warning. Within a 90 second time limit, a team of (2) must pen (3) head of cattle turned out through the chute. A warning must be given to the team working the cattle at 30 seconds, prior to a final time being called. In the event a warning is not given, a re-run may be given at the request of the team. If the team requests a re-run, the team will be given a new set of cattle. Limited to 5# of Go's as long as at least ONE Partner(s) changes. Time limit will be cut-off if your time is too long to place in event. The judge will raise the flag to signal when arena is ready. Starting behind the foul line, one contestant will signal for cattle by raising one hand. At that time (3) head of cattle will be turned out through the roping chute. Time will begin when the tail of the last cow exits the chute. You must not cross the line until the flag drops with the last cows tail leaving the chute or you will be disqualified. To call for time to end, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the first horse enters the gate and the rider calls for time. If a team calls for time only one or two of their cattle in the pen, the remainder of their designated cattle DO NOT have to be on the cattle side of the starting line. A team may call for time with only one or two cattle being penned. However, teams penning three head of cattle place higher than two, and two higher than one, regardless of time. Riders are committed once they enter the arena. Contact with cattle by hands, hats, ropes; bats, romal or any other equipment is a disqualification. A team exhibiting any unnecessary roughness will be judged no time. No hazing with whips, hats or ropes allowed. Romals or reins may NOT be swung or popped on chaps. A team will be disqualified for any action the judge feels to be unnecessary roughness to the cattle or horses, or unsportsmanlike conduct. Fall of horse and/or rider shall eliminate the entry. Disqualification of a team member will result in disqualification of the entire team. In the event of a tie, points will be divided equally.

### **PROGRESSIVE TIME RULE:**

A minimum time is allotted for all team events; however, the time limit will change to the time that will be needed to place in that event. (Example- Ranch Branding has a 2 minute time limit, if there are 40 teams then there will be four placings. The top 4 teams have completed the task in under 1 minute 30 seconds, any team over that time will be flagged no time.)

**\*\*EXCEPTION\*\*** Youth teams – both riders under age of 16 (or like steer stopping under 16 rider) will be given the full time limit of the event.

## **CONTESTANT RULES / CODE OF CONDUCT:**

1. Any CONTESTANT entering the arena shall be wearing long pants, a western style shirt (LONG OR SHORT BUT NO TEE SHIRTS OR TANK TOPS), and riding footwear. Cowboy Hat or No Hat – no Ball Caps or visors please.
2. A contestant &/or team may be disqualified for unnecessary roughness to cattle or horses or any unsportsmanlike conduct. Abuse of either personal animals or event animals, (example: kicking cattle, whipping, tripping, gouging of eyes, or any action which is totally unnecessary) is strictly prohibited. No Exceptions!
3. JUDGE(S), EVENT MANAGER(S), & FLAGGER(S) Decisions are final. Rules will be read and questions asked before each event. Judges may disqualify a contestant at their discretion as a penalty for disregarding any official rule.
4. No alcoholic beverages or glass bottles permitted in arena. No Exceptions!
5. No loud, obnoxious profanity or unsportsmanlike conduct.
6. A change of one horse/rider combination constitutes a new team.
7. The violation of any conduct rule could result in a Contestant &/or Team disqualification.
8. For safety reasons, NO DOGS please.
9. All returned checks will be charged a \$25.00 bounced check fee. No exceptions. Pay before you play or leave an open check with the show office. Unpaid charges: If the show must bill the exhibitor for unpaid charges, a \$25.00/class billing fee will be added to the amount due.
10. Additional entries will not be taken after the first 10 teams/participants in each event have gone. Entries must be made at the show office, not in the arena or announcers stand.
11. WE RESERVE THE RIGHT TO REFUSE SERVICE TO ANYONE.
12. Waivers will be signed by all contestants and spectators.

## **AWARDS / PAYOUT:**

\*High money buckle for each day (1 Saturday and 1 Sunday). Need not be a member for this.

\*High money combined buckle for the two day event (1) (combined means must have competed in at least one of the events on each day).

\*High money MRA Member - Please note to be eligible for this buckle you must be a Mountain Rodeo Association member. Memberships are \$15 individual and \$35 family and must be purchased BEFORE the event starts.

\*High Money Youth buckle – You do not need to be a member to win this buckle—this Buckle is for 16 & Under only. Age determined as of January 1, 2021. This is only available to team event classes where all riders are 16 or under or individual events like barrel racing where 16 or under (as of January 1, 2021). If a youth competes with an adult those funds are not applicable if won for the youth buckle.

\*Each event is jackpot – 50% payback. Every tenth team passed pays one hole, for example:

1-10 teams pays 1st place.

11-20 teams pays 1st and 2nd.

21 to 30 teams pays 1st-3rd.

31 to 40 teams pays 1st-4th.

41 to 50 pays 1<sup>st</sup> -5<sup>th</sup>

51 to 60 pays 1<sup>st</sup> through 6<sup>th</sup> and so on

\*In the event of a high money tie, all applicable names will be put into a hat and drawn to determine the buckle winner. (MRA President Shane Gibbs will do the draw).

\*The awards/payout will be handed out at the end of the event each day (not each class/event thank you).

*The Feed Lot Café and Waterin' Hole will be open*

*Dance on Saturday night with the Morgan Hill Band from 7pm to 11pm October 2, 2021 – no cover charge for dance or admission to watch events*

Any questions regarding this event, please text *Holly (559) 286-8026* or *Anna (559) 779-6819* or [\*squawvalleymra@gmail.com\*](mailto:squawvalleymra@gmail.com)