

Juab County Fair Ranch Rodeo

August 4, 2018 9 AM

Nephi, Utah

Make Checks Payable to Juab County Fair

160 N Main Nephi UT 84648

Please be there at 9 AM for grounds & rules meeting, all team members must be present. Goodies will be given out to everyone who is in attendance.

Here's the basics: You **MUST** wear western attire, cowboy hat, long sleeve button up, the whole 9 yards! (I don't know why some guys struggle with this concept) No rubber on your horn, no tie-downs or martingales, no roping reins. (Romels are ok) No alcohol or smoking is allowed on the grounds

Abuse/rough handle the livestock and you will be disqualified- it's that simple.

Placing will be determined by the fastest combined times of all events.

We will run the Sorting, Branding, and Muley Roping at 10 AM in that order, split arena

Top ten teams come back for a short round at 7 pm- events will be Doctoring and Trailer Loading

Please understand that these events may be tweaked a little to accommodate cattle and team numbers

Order of Events:

Sorting- Arena will be split in two, two teams will run at the same time.

Branding- Arena will be split in two, two teams will run at the same time.

(Please help take down panels)

Muley Roping-

7 PM Bronc Riding (Not a team event)

Doctoring

Trailer Loading

Sorting

All members will be horse back. Teams will sort the even numbered cows to one side and the odds to the other. Time stops when all members of the team cross into first pen. Three-minute time limit.

Branding

Two members will start out on the ground and two members will be horse back. Time will start when announcer calls out number of steer to rope. Ropers must have the animal roped on both ends before the ground crew can leave the circle. Ropes must be transferred before the steer can be branded on the **right ribs**. After the ropes have been cleared from the steers, the team members will swap roles. (Ground crew will get on horses, ropers will work ground) The next consecutive number of steer will be roped. New ground crew must remain in circle until ropers have the steer roped. Repete previous steps. Time will stop when brand is back in branding circle. Four head loop-limit, renewed with each steer or four minute time limit, whichever comes first. If four head shots are thrown, team will be awarded four minutes to their time.

Muley Team Roping

Each team will provide 2 headers and 2 heelers, each member can only rope once. This will be a barrel roping, hence you can't rope the steer before the barrel. 10 second penalty for roping before the barrel. Each

team has a 30 second time limit to complete a legal run or throw three loops. If the time is not completed within the 30 seconds, then the team will be awarded a 60 second time penalty per team. (120 seconds if both teams miss) Time will stop when heeler's rope comes tight. No facing required. Ropers may switch ends at any point in their run. 5 second penalty will be added for a leg, legal head catches only.

Doctoring

Time will start when team crosses the designated line. Judge Standing at barrel will give the team the number as they cross the line. Animal must be sorted back through the center barrels and only then can the team rope it. The steer must go through the designated barrels, no other steers may cross the line at any time. If the steer comes back across the line the team is disqualified. Animal must be caught with a legal head catch and then heeled. Riders are to remain on horses until animal is legally caught by head and heels. They may dismount to remove an illegal head catch. Once caught on both ends, members must transfer the head catch to the front feet and make sure both back feet are in the catch. Time stops when all team members are horse back again. A maximum of four head loops is allowed, if you can't get it caught in four your time is up, unlimited number of heel shots. Four-minute time limit is in place if the four-loop max is not met first. Four minutes will be added to team's time if four loop-limit is met.

Trailer Loading

Up to five teams will compete at a time. Teams must provide their own trucks and trailers, trailers must have a center divider. Team members will start in the truck with all doors shut. Two horses will be saddled and ready in the trailer with door closed. Teams will be told the number of their steer before the competition begins. Time will start when the announcer calls. The correct steer must be roped, legally caught around the head/horns, and loaded in the front half of the trailer. The center gate must be latched and horses loaded in the back half of the trailer. The trailer gate must be latched shut. Time stops when all members are in the truck with the doors shut and lights are turned on. Members will be given a three-minute time limit. If you damage another team's vehicle & or trailer during competition, you are responsible for the damage.