



LEA COUNTY  
RANCH RODEO RULES  
Friday, April 23, 2010 -- 6 pm  
Saturday, April 24, 2010 -- 1 pm

**TEAM PENNING**

**FOUR(4) TEAM MEMBERS**

**3 MINUTE TIME LIMIT**

Cattle will be number coded, three head per team, in a herd at one end of the arena. Each team will cut their three head and pen them at the other end of the arena. Only the designated cutter may be in the herd. Other team members may cross the line to help cut off unwanted cattle. Once your three cattle are clean cut across the line and all other cattle are back across the line, all 4 team members can attempt to pen the cattle. Should a team be unable to pen 3 head, they will be allowed to pen one or two head, however 3 beats 2 and 2 beats 1 regardless of time. The gate to pen the cattle into will be open on the herd side of the pen. Time will start as the cutter crosses the designated line and will end as the last animal is penned and time is called. Judges may assess a 15 second penalty for rule infractions.

**RANCH BRONC RIDING**

**ONE(1) TEAM MEMBER**

**SCORED BY JUDGES**

"Ride as ride can" for 8 seconds out of the bucking chute. A standard working saddle must be used. No PRCA rigging allowed. Stirrup or stirrup leathers tied or restricted in anyway will not be allowed. Horse has to be saddled as he would be for everyday use. A regular bucking horse halter must be used. A re-ride may be awarded at Judge's discretion.

**TEAM BRANDING**

**FOUR(4) TEAM MEMBERS**

**3 MINUTE TIME LIMIT**

The team will consist of a roper, two flankers and a brander. Two head will be branded. Time will start as the roper crosses the starting line. Absolutely, no loping allowed. Using one rope, the roper will rope and drag cattle out of the herd across the starting line to the flankers. After crossing the line with the roped cattle, flankers will flank and the brander will place the brand on the correct location. The rope is to be off the cattle before the brand is applied. Legal catches are one or both hind legs. Time ends when the last animal is branded and the branding iron is put back in the bucket. Roper may dally or tie hard and fast. Judges may assess a 15 second penalty for rule infractions.

**STRAY GATHERING**

**FOUR(4) TEAM MEMBERS**

**3 MINUTE TIME LIMIT**

All team members must be horseback. Two steers will be turned out. Time starts when last steer clears the gate leaving the alley, flagman will drop his flag starting time. All team members must stay behind the start line until flag is dropped, failure to do so will result in a 30 second penalty. Each team member must head or heal one of the steers. Four (4) legal head loops; around the horns, half head, around the neck or neck and one front leg. Both steers must be head and healed, three legs must be crossed and tied. Time limit is when steers are tied and all ropes removed. Contestant must call for time. Both steers must stay tied for 6 seconds after time is called. Failure for both steers to stay tied will result in a NO TIME.

**WILD COW MILKING**

**FOUR(4) TEAM MEMBERS**

**3 MINUTE TIME LIMIT**

All team members will be mounted at one end of the arena. Your cow will be turned out at the other end of the arena. Team members must stay behind line at one end of the arena and time will start when flagman on cow end of arena flags "to go." Anyone can rope and will have unlimited loops. "Catch as catch can" as long as the rope goes over the cows head. No heel loops. When the cow is caught the remaining members will dismount, mug, and milk the cow. Milker will run to the judge. Ropes must be off the cow before the judge will signal time to stop. Milker must have enough milk to drip or pour out of bottle. No milk, No time. A 15 second penalty may be assessed for unnecessary roughness or any rule infractions.