

## JUNIOR TEAM SORTING, PENNING AND BRANDING

Junior team classes are open to all juniors age 17 years and under. Team contestants must consist of 3 members (3 youths age 17 years or younger) or (2 youths age 17 years or younger and one adult). To qualify for the High Point Buckle the team must be the same 3 members in all classes. Contestants can only enter each class 1 time.

### \*\*\* JUNIOR SORTING \*\*\*

1. 30 head of numbered cattle per bunch.
2. Drawn number will be given as starting flag is dropped.
3. Contestants cut cattle in consecutive order with **2-minute** time limit.
4. Any wrong-numbered cattle across line or any cattle that come back across line, will receive a **"No Time"**.
5. There will be only one person in the herd at a time.
6. Judges' decision is final.

### \*\*\* JUNIOR PENNING \*\*\*

1. Arena divided into 1/3 areas.
2. Each team has 3 head of numbered cattle to cut out of the herd. Cattle can only be cut from the herd and removed between 2 barrels.
3. No more than 4 head of cattle can be past barrel line at one time.
4. Undesignated cattle must be returned to 1/3 herd area before contestant's time is stopped.
5. Only one person in herd at a time.
6. Time limit is **3 minutes**. Warning whistle will blow 30 seconds before time ends.
7. **NO LESS THAN 3 HEAD MAY BE PENNED BEFORE THE 30 SECOND WHISTLE. AFTER WHISTLE, CONTESTANTS MAY PEN 3 HEAD OR LESS. A 60 second penalty** will be assessed per animal not penned.
8. Judge's decision is final.

### \*\*\* JUNIOR BRANDING \*\*\*

1. Each team will consist of 2 ropers and 1 ground crew. If the team consists of 2 youths and 1 adult, **the adult must** be the ground crew.
2. Each team is required to brand 2 calves. Ropers **do not** have to switch ends (One roper can head both calves).
3. There will be a **4 minute** time limit.
4. Time starts when members of team are ready.
5. Ground crew will be required to change a head catch to the 2 front legs and heel catch to both hind feet, if necessary, before branding.
6. Ground crew must stay in designated area until the calf is headed and heeled.
7. Ground crew may assist in removing illegal catches or dropped ropes, but must return to the designate area before another loop is thrown.
8. While setting ropes, iron must be in bucket.

9. Calf must be headed before heeler makes his catch.
10. Head catch must be: 1) around the neck or 2) around the neck and one front foot. If cattle should have horns, a catch around the horns will be considered illegal for this event.
11. Heeler may catch one or both hind feet.
12. As soon as calf is heeled, ground crew may leave designated area, throw calf, place head rope on both front feet and, if necessary, place heel loop on both hind feet.
13. When calf is stretched by all four feet, branding iron may leave designated area. All four feet must remain in the stretched ropes while brand is being placed on calf.
14. While setting ropes, iron must be in bucket.
15. Ground crew must return to designated area after each calf is "branded".
16. On last calf, after brand is placed, ground crew must return to designated area and place iron in bucket.
17. Once iron is in bucket and ground crew is in designated area, time will be recorded.
18. No one, except team members, judges, timers, and/or MRM Officials, will be allowed in arena.
19. All saddle horns must be without rubber or rope.
20. Any cattle called for are yours. Arena directors have the final say on any disputes. Judge's decision is final.

**APPLYING TO ALL EVENTS: Undue roughness and/or abuse of horses and/or cattle will be cause for disqualification. Any unsportsmanlike conduct will be cause for disqualification. Decision of judges and MRM Board members are final.**