

Masten Ramsey Stockhorse Jubilee

EVENT RULES

***** VERSATILITY HORSE CHALLENGE *****

Must use same horse and be entered in all Versatility events to be eligible for High Point Buckle for your age group. Entry Fee's will be Jackpotted back in all classes. Money will be paid 1 place for every 5 contestants per class (ie: 5 contestants pays 1 place, 6 contestants pays 2 places, 11 contestants pays 3 places, 16 contestants pays 4 places, 21 contestants pays 5 places, 26 contestants pays 6 places). No training devices (ie: tie downs, hackamore bits, martingales, etc.) High Point will be based on total points earned. Points will be dependent upon the amount of entrants in a class with a maximum of 5 points for 1st, 4 points for 2nd, 3 points for 3rd, 2 points for 4th, and 1 point for 5th place. If there are less than 5 contestants, then total number of points would be the number of contestants in that class (ie: 4 contestants would equal 4 points for 1st, 3 points for 2nd, 2 points for 3rd and 1 point for 4th). **AQHA rules will prevail in all Friday night classes.** Thirteen and under will use NRHA pattern number 11. Fourteen to seventeen and open class will use NRCHA pattern number 3.

*****CUTTING*****

NCHA rules apply to Cutting classes with the exception of the age limit on the 2-handed cutting. 2 Handed Cutting is limited to 5 yr. old horses and younger.

NRCHA rules apply to all judged events on Saturday.
NRCHA pattern number 7 will be used for all Saturday classes.

***** WORKING COW HORSE *****

Horses to be shown on cattle. No dry work. Box out of the herd, turn on fence, and circle up. No training devices (ie: tie downs, hackamore bits, martingales, etc.). If entered in Snaffle Bit Classes, must use Snaffle Bit in this class.

***** RANCH HORSE *****

One single animal will be turned into the arena. Horse and rider must box cow at same end of arena (south end) to show horse's cow sense. Contestant will then allow cow to run at least 2/3 of arena (either side of the arena is ok). Make one good turn each way on fence. Cow must then be penned. After releasing cow from the pen, rider will rope cow around neck (if cow should have horns, a catch around horns is considered **illegal** for this event), dally, stop cow, and face up. Cow must be dallied and faced up within the **2 ½ minute** time limit. Then rider, with rope still on, returns cow to catch pen. There will be **no limit** on the amount of loops used. Horse must be shown in a bridle, 4-rein allowed.

*** CATTLE PENNING ***

- 1) Arena divided in 1/3 areas.
- 2) Each team has 3 head of numbered cattle to cut out of herd. Cattle can only be cut from 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 contestants' 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 30 SECOND WHISTLE. AFTER WHISTLE, CONTESTANTS MAY PEN 3 HEAD OR LESS. **60 second penalty** assessed per animal not penned.
- 8) Judge's decision is final.

*** TEAM 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 within **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

*** COW MUGGING ***

- 1) Drawn number will be given as starting flag is dropped
- 2) Bring designated cow through barrels
- 3) No other cattle allowed over the line before designated cow is roped
- 4) Designated cow cannot be roped until it clears the barrels
- 5) If designated cow gets back over line before being roped it is a "No Time"
- 6) As soon as cow is headed, other two riders can dismount and get a hold of the cow. Header cannot assist in any way except to just hold cow. Header cannot drag, trip, choke, or anything other than just hold the animal.
- 7) Illegal head catch **cannot** be dallied
- 8) Once cow is under control, rope must be free of the saddle horn. Header can dismount and assist other teammates on ground
- 9) As soon as cow is down, tie any 3 feet so it remains tied for 6 seconds
- 10) Time limit is **3 minutes**
- 11) No loop limit. As many loops as necessary to catch cow by head is allowed

***** LIMITED BRANDING *****

1. Each team will consist of 2 ropers and 2 ground crew
2. Ropers must be either seniors over 60 years-old or a women
3. Ropers **do not** have to switch ends (one roper can head both calves)
4. Each team required to brand 2 calves
5. Time starts when members of team are ready
6. There will be a **4 minute** time limit
7. Two team members will work ground and required to change a head catch to include 2 front legs and both hind feet before branding
8. Ground crew must stay in designated area until the calf is headed and heeled
9. Ground crew may assist in removing illegal catches or dropped ropes, but must return to designated area before another loop is thrown
10. While setting ropes, iron must be in bucket
11. Ground crew must stay in designated area until calf is headed and heeled
12. Calf must be headed before heeler makes his catch
13. 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
14. Heeler may catch one or both hind feet
15. 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 lope on both hind feet
16. 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 place on calf.
17. Ground crew must return to designated area after each calf is "branded"
18. On last calf, after brand is placed, ground crew must return to designated area and place iron in bucket before time will be recorded.
19. No one, except team members, judges, timers, and/or MRM officials, will be allowed in arena
20. All saddle horns will be without rubber or rope
21. 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.

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3-MAN EVENT RULES

Three Man Team Event Open To All (no double entries)

- 1) Entry fee will be \$450/Team
- 2) Entries will close July 7, 2008
- 3) Events will be: **Cattle Penning, Ranch Doctoring, and Branding**

FASTEST COMBINED TIME WILL FINISH 1st, ie. Teams who complete **all 3** events will place higher than teams who only completed **2** events. Teams who completed **2** events will place higher than teams that only completed **1** event.

***** CATTLE PENNING *****

- 1) Arena divided in 1/3 areas.
- 2) Each team has 3 head of numbered cattle to cut out of herd. Cattle can only be cut from 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 contestants' 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 30 SECOND WHISTLE. AFTER WHISTLE, CONTESTANTS MAY PEN 3 HEAD OR LESS. **60 second penalty** assessed per animal not penned.
- 8) Judge's decision is final.

***** RANCH DOCTORING *****

- 1) Arena divided in 1/3 areas
- 2) Drawn number given as starting flag is dropped
- 3) Riders will cut ONE of the designated numbered cows out of herd
- 4) Cows only cut from herd and removed between barrels
- 5) Only one person in herd at a time
- 6) None of the herd cattle can leave the herd 1/3 of arena
- 7) Header cannot throw loop until cow has entered far 1/3 of arena and cow must be headed in far 1/3 of arena
- 8) Designated cow cannot return to herd 1/3 of arena once through barrels
- 9) Legal head catches only (neck or neck and 1 front foot ok)
- 10) Illegal head catch **cannot** be dallied
- 11) Loop limit is **4**
- 12) Designated cow can be heeled in the far 1/3 or middle 1/3 of arena
- 13) Vet leaves horse after cow is heeled
- 14) Vet then sets ropes on both front and hind feet. Then places mark on cow between eyes and raises arms to signal end of work.
- 15) Time starts when rider cross line dividing far 1/3 of arena and middle 1/3 of arena
- 16) There will be a **2 minute** time limit
- 17) Judge's decision is final.

BRANDING

1. Each team required to brand 3 calves
2. Time starts when members of team are ready
3. There will be a **6 minute** time limit
4. One team member will work on the ground and be required to change a head catch to include 2 front legs and both hind feet before branding
5. After the first animal is branded, team members will change places. Example; person on the ground will become mounted and person mounted will go to ground. The person who has headed (or heeled) that remains mounted must **NOT** rope the same again. Ground crew must be in designated area before any loop is thrown
6. Ground crew must stay in designated area until calf is headed and heeled
7. Calf must be headed before heeler makes his catch
8. 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.
9. Heeler may catch one or both hind feet
10. Ground crew may assist in removing illegal catches and dropped ropes but must return to designated area before another loop is thrown
11. 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 rope on both hind feet
12. 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
13. While setting ropes, iron must be in bucket
14. Ground crew must return to designated area after each calf is "branded"
15. On last calf, after brand is placed, ground crew must return to designated area and place iron in bucket
16. Once iron is in bucket, and ground crew is in designated area, time will be recorded
17. No one, except team members, judges, timers, and/or MRM officials, will be allowed in arena
18. All saddle horns will be without rubber or rope
19. Any cattle called for are yours. Arena directors have the final say on any disputes.

PENALTIES:

60 second penalty assessed for each infraction of above rules

PLACEMENT OF BRAND: Tip of the iron must be 6 inches back from the shoulder blade and not more than 2 to 4 inches from the backbone. Brand shall be perpendicular to the backbone and must be clean and readable. Brand must be placed on **RIGHT SIDE** (rib iron) of the calf.