Rules

1. **Dress Code Enforced (Cowboy Hat, Heeled Cowboy Boots, Long Sleeved Shirt, Long Pants)**
2. **Age of the Junior Entrant as of January 1, 2018**
3. **Parents are responsible for all minors under the age of 21 and must accompany any who may be staying overnight.**
4. **Judge's decision is final. Arguing with Judge will result in disqualification.**

Sort and Rope

Team consists of two (2) riders. A time limit of two minutes will be enforced. Herd consists of ten cattle, numbered 0-9 in gated pen at one end of arena. Riders will start at opposite end of arena. Team will be assigned number and number announced when team crosses time line. Team must open gate, enter pen and sort their assigned number from herd. Assign number cattle must exit gate and gate must be closed and latched before cattle is roped. Cattle must be roped by head and heels after gate is latched. A no-time will be given if stray cattle exit pen or steer is roped before gate is latched. A maximum of three (3) loops may be thrown. Legal catches are full head or head and one (1) front foot. One back foot will result in a: 05 penalty. Time stops when steer is stretched and riders faced.

In and Bye

Team consists of two (2) riders. A time limit of two minutes will be enforced. 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 be given for the number of cattle sorted or fastest time on all ten head.

Junior/ Senior In and Bye

Team consists of two (2) riders (1) ages 17 & under and (2) 18+ & older. A time limit of two minutes will be enforced. 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 be given for the number of cattle sorted or fastest time on all ten head.

          JR/SR Modification- (1 Sr and 1 Jr)

Ranch Sort & Brand

Team consists of two (2) ropers and two (2) ground crew. A time limit of four minutes will be enforced. A group of 20 numbered cattle (2 of each numbered 0-9) will be in one side of sorting pens. Ropers must sort two of the assigned numbered cattle into branding side of pen. Once cattle are sorted to branding side and GATE CLOSED. NOTE: **Any dirty cattle in branding pen must be cleaned up before assigned numbered cattle are roped (they may not return to herd until all cattle are branded). Any dirty cattle in branding side remaining after gate is closed will result in a NO Time.** Ropers then rope first calf by head and feet. Ground crew must set front and back foot ropes to stretch calf. When calf is stretched, ground crew may leave bucket to brand calf. **NOTE: Person leaving bucket with iron must also be the same person returning iron to the bucket.** Brand must be placed in assigned location and correct-side up. Any incorrect brand will result in a no-time. Ropers and ground crew switch and repeat with second assigned numbered calf. Once first calf is branded, calf must return to herd before second calf is sorted. As many loops as it takes will be allowed. Legal catches are head or head and one front foot - no full bodies. Ground crew may remove illegal loop and re-rope. Calf cannot be roped until illegal loop is clear. Time stops when second brand is returned to bucket.

          JR Modification- two (2) ropers ages 13-17. Team must supply ground crew (must be adults). A time limit of 3 minutes will be enforced. Ropers and ground crew will not switch.

Midnight Pewitt Ranchers Choice Obstacle Course

Team consists of two (2) riders. A time limit of two minutes and thirty seconds will be enforced. Riders will be given a steer in arena and will have to complete obstacles. Points will be awarded according to obstacle difficulty 1-3. Obstacles may be completed a maximum of two times each. Time stops when steer leaves arena. Team with most points wins and fastest time wins. **Adult is not allowed to talk to the Junior. The Junior is the Boss in this Event.**

Ranch Bronc Riding

"Ride as ride can" for 8 seconds. A standard working saddle must be used. No PRCA rigging allowed. No hobbling of one or both stirrups. Horse has to be saddled, as he would be for everyday use. If catch rope is carried on the saddle it must be attached as it would be for everyday use. A regular bucking horse halter with one rein must be used and shall be provided by the rider. Points will be awarded for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider. If the rider believes that he has been fouled he must yell "foul" in the first 3 seconds of the ride and then continue to make best ride possible throughout the 8 second ride. A re-ride may be awarded at judge's discretion.

Ranch Sorting

Team consists of two (2) riders. All team members must be horseback. A group of cattle will be in one side of sorting pens. Cattle will be numbered and must be sorted in numerical order. The announcer will call the starting number as the team approaches the starting gate. Time begins when the first rider crosses the start gate. Example: if 4 is called, cattle to be sorted will be 4,5,6.,7,8,9,0,1,2,3. A time limit of 2 minutes to sort will be enforced. Sorted cattle must be held in pen. Any wrong cattle across the line will result in a NO TIME. Time is called when all 10 head have been penned in numerical order. Fastest time on 10 head or if time expires, the team with the most cattle penned in numerical order wins.

JR/SR Modification- two (2) sorters (1 Sr and 1 Jr)

Junior/ Senior Ranch Sorting

Team consists of two (2) riders (1) ages 17 & under and (1) 18+ & older. All team members must be horse-back. All riders may cross the starting line at any time. A group of cattle will be in one side of sorting pens. Cattle will be numbered and must be sorted in numerical order. The announcer will call the starting number as the team approaches the starting gate. Time begins when the first rider crosses the start gate. Example: if 4 is called, cattle to be sorted will be 4,5,6.,7,8,9,0,1,2,3. A time limit of 2 minutes to sort will be enforced. Sorted cattle must be held in pen. Any wrong cattle across the line will result in a NO TIME. Time is called when all 10 head have been penned in numerical order. Fastest time on 10 head or if time expires, the team with the most cattle penned in numerical order wins.

Trailer Loading

Team consists of two (2) riders. A time limit of two minutes will be enforced. Herd consists of ten cattle, numbered 0-9 at one end of arena. Riders will start at opposite end of arena. Team will be assigned number and number announced when team crosses time line. Team must sort their assigned number from herd and load in trailer. If steer is cut out and crosses time line, it may not cross back to cattle side. Time stops when trailer is closed and all stray cattle are on cattle side of time line.