

WINNEMUCCA'S 21st ANNUAL RANCH HAND RODEO

Official Calf Branding Rules

1. Each team will be required to brand 4 calves.
2. Time starts when team is ready.
3. **There will be an 8-minute time limit.**
4. The other two members will work on the ground to set ropes on both front feet and both hind feet.
5. After the first two calves are branded, the team members will change places.
6. Ground crew must be in designated area before any loop is thrown and must stay in designated area until calf is headed and heeled. **Ground crew leaves when heeler has dallies.**
7. Calf must be headed before heeler can make his catch.
8. The head catch must be around neck or around neck and one front foot.
9. The heeler may catch one or both hind feet. Tie Downs legal. Slick horns only.
10. As soon as calf is headed and 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. **If animal gets up while placing ropes, the ground crew can continue working on the animal as long as the animal has a rope on one end (i.e., headed front foot or by hind feet), but must be in the stretch before being branded.**
11. Iron must stay in bucket or “fire” until the animal is in the stretch. If animal kicks out while taking iron to animal, you may keep iron, but animal must be in stretch before iron is applied. 30 sec. penalty if iron touches ground.
12. Calve must be stretched by all four feet while applying brand.
13. Ground crew must return to designated area after each calf is “branded”.
14. On the last calf, after the brand is placed, the ground crew must return to the designated area and all ropes must be off calf before time is stopped and the iron must be in the bucket.
15. Any cattle called for are yours.
16. If any roper falls from his horse, ground crew can hand rope back to the roper if he is able to remount with no equipment failures. Ground crew must return to circle before calf is stretched. Only grab rope to avoid accident. Ground crew can hand a lost rope to roper. Ground crew can assist in removing illegal catches. Ground crew must return to designated area before animal can be stretched, if not a penalty of 30 sec. will be assessed.
17. No one except team members, judges and/or RHR officials will be allowed in arena.
18. Arena director and judges have the final say on any disputes.
19. Penalties are as follows: 30 sec.-botched or bad brand; 60 sec - branding on wrong side; 90 sec. - unnecessary roughness to cattle; 30 sec. - leaving circle before animal is caught; 60 sec. - not walking to herd. 30 sec. – iron touches ground.
20. If livestock jumps out or equipment failure, time stop for every pen and time resumes when situation is corrected.