



CROCUS HILL RANCH RODEO – AUGUST 9, 2026 @ 10:30AM

TEAMS:

1. Teams consist of three (3) people.
2. There will be 5 events:
 - a. Team Doctoring
 - b. Trailer Loading
 - c. Team Branding
 - d. Stray Gathering
 - e. Wild Cow Milking

POINTS:

1. The Crocus Hill Ranch Rodeo Team Champion title will be awarded to the team competing in all five (5) events and receiving the total combined points awarded in the following five events: Team Doctoring, Team Trailering, Team Branding, Stray Gathering and Wild Cow Milking.
2. A total of 55 points possible will be awarded in each of the five events. Points shall be given to the top ten places as follows:
 - a. 1st = 10 pts.; 2nd = 9 pts.; 3rd = 8 pts.; 4th = 7 pts.; 5th = 6 pts.; 6th = 5 pts.; 7th = 4 pts.; 8th = 3 pts.; 9th = 2 pts.; 10th = 1 pt.
3. In case of a tie in the overall team standings, tiebreakers will be as follows: (1st) the team receiving points in the most events; (2nd) highest points in branding; (3rd) highest points in doctoring; (4th) highest points in trailering. (5th) highest points in the wild cow milking

CONTESTANT RULES OF CONDUCT:

1. Anyone (contestant or otherwise) entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat.
2. Abuse of either personal animals or event animals including but not limited to kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary is strictly prohibited. If such abuse is witnessed by judges, other contestants, or Crocus Hill personnel, during the event the team will be given zero (0) points for that event and team member(s) will be disqualified for the remainder of events left in the performance.

3. No alcoholic beverages permitted in arena.
4. No loud, obnoxious, profanity or unsportsmanlike conduct.
5. The violation of any conduct rule could result in team disqualification.

HUMANE TREATMENT OF LIVESTOCK:

GENERAL: These rules are intended to ensure the humane treatment of all livestock and shall be in effect for the Crocus Hill Ranch Rodeo and any sanctioned event affiliated with the Crocus Hill Ranch Rodeo. No animal shall be treated inhumanely by any member.

SORE, LAME, SICK OR INJURED ANIMALS: Animals for all events will be inspected before the draw, and no sore, lame, sick or injured animal or animal with defective eyesight, shall be permitted in the draw at any time. Should an animal become sick or incapacitated between the time it is drawn and the time it is scheduled to be used in competition that animal shall not be used in competition, and another animal shall be drawn for the contestant.

REMOVAL OF INJURED ANIMAL: A conveyance must be available (truck/trailer or tractor) and shall be used, where practical, to remove any injured animal from the arena. Conveyance must be large enough to remove a horse or cow. Any injured livestock must be humanely removed from the arena before continuing the performance.

EVENT RULES:

TEAM DOCTORING:

Team must rope two steers, lay the steers on their sides (all four feet must be visible, in the loop) and doctor them by marking the steer on the head. Fastest time wins.

1. All team members shall be on horseback.
2. Time begins when the first rider crosses the line.
3. All team members may rope. Each team member can carry only one rope. Steer must be clear of the herd before roping.
4. No loop limit.
5. Ropers may dally. No tying on.
6. Steer must be standing when it is headed and/or heeled.
7. Steer must be caught by the head first. Adjustments to catch are allowed BEFORE dallying. Rider may dismount while dallied, to assist.
8. Steer must be lying on its side prior to doctoring. All four feet must be visible in loop.
9. Time stops when second steer is marked, and all team members are back on horseback, hands are raised.
10. Five (5) minute time limit with 30-second warning.
11. Trash Rule: 1 extra steer across the line = 30 second penalty; 2 or more extra steers across the line = no time.

TEAM TRAILERING:

Team must sort out one (1) steer of called number from the herd, rope it, load it in the trailer, SHUT trailer door, all three (3) team members must dismount and get into the truck. Time stops when last person is in truck and the doors are closed.

1. As riders approach the line, announcer will call drawn steer number.
2. Time begins when first rider crosses the line. The team must cross the line immediately after number has been called. If the team stops, as if looking for their cattle, the judge has the discretion to drop the flag, starting time before they cross the line.
3. Only one rider can be in the herd at a time; however, holders may help drive the identified cow across the line once the cow is clear of the herd.
4. Only your numbered steer may cross the line while sorting is taking place. Trash rules apply: 1 extra steer = 30 second penalty; 2 or more extra = no time. Herd may be abandoned once designated cattle have been sorted.
5. A team may be disqualified for unnecessary roughness.
6. Five (5) minute time limit with 30-second warning.

TEAM BRANDING:

1. Team must rope three (3) calves, drag calf to the fire, and brand it on the right rib. Only one roper at a time per team; Two teams may compete simultaneously if conditions allow. Fastest time on 3 head wins.
2. Time begins when roper crosses the line.
3. No loop limit.
4. Calves must be roped by both heels. Flanker can remove a one-foot catch or adjust a high- hock/hip catch but must immediately return to branding side of the line and wait for calf to be drug over the line.
5. Flankers may not touch the calf until the whole calf has been drug across the line. To do so will result in 30-second penalty. Flankers may grab the rope before the calf is across the line.
6. Calf must be flat on its side and held by flankers BEFORE the branding iron can be removed from the fire.
7. The calf must be branded on the RIGHT RIB. Branding in wrong location will be considered a no-time.
8. The iron must be returned to the fire after branding each calf.
9. Calves MUST RE-ENTER THE HERD before they could be roped again.
10. Time stops after the third calf is branded, the branding iron has been returned to the fire, and the calf is standing up.
11. Five (5) minute time limit with 30-second warning.

STRAY GATHERING:

Two steers will be turned loose into the arena. Teams must rope and tie down both animals. Teams may work in pairs. Time stops when both animals have been tied down and all riders have remounted.

1. Steers are turned loose in arena.
2. Time starts when first rider crosses the line.
3. Teams may work in a pair or individual to rope and tie down both steers.
 - a. Steers are tied down by any three (3) feet.
 - b. Riders may dally. No tying off.
4. Five (5) minute time limit with 30-second warning.

WILD COW MILKING:

1. Two (2) ropers are on horseback, one (1) person is on foot
2. All teams start behind line and when the horn goes that signals the start.
3. Rope the cow by the head and back legs, mug & milk the cow.
4. You need enough milk in the jug to pour out to the judge.
5. The rope must be removed before milk is poured.
6. Five (5) minute time limit with 30-second warning

ADDITIONAL RULES:

JUDGE'S DECISIONS ARE FINAL

Teams must check-in at the mandatory contestant meeting which will be held 30 minutes prior to the event start. Any rule questions and/or clarifications will be discussed with the judges BEFORE the event begins.