

# **Newell Ranch Rodeo**

Sponsored By Newell Community Club

**Saturday, September 3, 2022**

**Calcutta at 12:00 PM**

(75% Calcutta proceeds paid back & 25% Calcutta proceeds to Newell Food Bank)

**Rodeo at 1:00 PM**

**Enclosed is an entry form for the 2022 Newell Ranch Rodeo.**

**Please return to:**

**Newell Ranch Rodeo  
c/o Denna Lindsey  
18695 Willow Creek Trail  
Newell, SD 57760**

**Contact Information: Denna Lindsey 432-208-4261  
dennalindsey@gmail.com**

# Newell Ranch Rodeo Team Members

Sponsored By Newell Community Club

Saturday, September 3rd @ 12:00 PM

**\$100 Entry Fee**

1st Place – Custom Trophy Buckles

2<sup>nd</sup> & 3<sup>rd</sup> Places – Quality Leather Products

Top Hands – Newell Ranch Rodeo Jackets

**Western Attire is Mandatory: long sleeve shirts, hats and boots.**

**Team Name:** \_\_\_\_\_

Contact Address: \_\_\_\_\_

Contact Phone: \_\_\_\_\_

**Team Members:**

(woman) \_\_\_\_\_

(kid) \_\_\_\_\_

(senior) \_\_\_\_\_

(hand) \_\_\_\_\_

(mutton buster) \_\_\_\_\_

Liability waivers will be provided on site and must be signed prior to rodeo.

Entry Deadline: August 26th, 2022 ~ First 10 teams paid will compete.

# **Newell Ranch Rodeo Rules**

Teams consist of: 1 woman, 1 kid (14 or younger day of rodeo), 1 senior (50 or older day of rodeo), 1 hand (man or woman) and a Mutton Buster (60 lbs or lighter)

**Western Attire is Mandatory: long sleeve shirts, hats and boots.**

## **Mutton Bustin'**

The child cannot exceed 60lbs and must wear a helmet. Each child will be given the opportunity to ride a ewe out of the chute. All teams receive the same event time for having a participating mutton buster.

## **Sorting/Penning/Doctoring**

Teams have 9 minutes to complete all 3 phases. Time begins when the team crosses the line at no more than a trot and will remain at a trot. Teams will sort out 3 designated head, all strays must be moved back across line before you can start doctoring. One designated head will be sorted back out of pen to be headed, heeled and doctored with an X on either side on the neck or hip. Time will be called when the ropes are removed.

## **Branding**

The team will have 3 minutes to brand. The kid must WALK into the pen and rope 2 calves. Must be heeled and high hocks are not allowed. No member can touch the rope until calf clears the pen. The judge may signal the team that they can help the kid remove the rope in the pen if needed (high hocks, head catch, etc.). A ground helper will be on hand to help the calf clear the pen. The brander cannot leave the fire until the calf is flanked. Time will be called when the iron hits the bucket and the fire must remain upright and protected.

### **Trailer Loading**

The team will have 3 minutes to trailer load. Time starts when you cross the line. The team will sort 1 designated head past the start line. They will then proceed to rope and load into the trailer. The animal can only be roped past the start line. Once loaded the rope is removed, gate closed, and all horses must be TIED to the trailer on one side and be able to stand for 10 seconds. All team members will be on the outside of the trailer and time will be called after 10 seconds has passed.

### **Sheep Teepeeing**

The team will have 3 minutes to sheep teepee. Teams can choose 2 members or the entire team. Team members will approach the flock on horseback and teepee the sheep. Tying the sheep is optional. All chosen members will then RIDE back across the start line holding hands. There will be a bonus deduction of 5 seconds if you choose to use 3 members and 10 seconds if you choose to use 4 members. Time will be called after the members cross the line.

### **Mugging – K bar J Shoot Out - \$100 prize winner takes all**

The team will have 3 minutes to mug. Shoot out will consist of the top 4 teams. Four head of cattle will be at the far end of arena with ribbons on tails. The roper will rope their designated animal, the muggers will mug and remove the ribbon which is given to the kid, the kid (whom is on horseback at all times) will run it across the time line. Time will be called after the rope is removed and the kid crosses the time line.

**\*\*If any of the rules are broken, the team will receive a “no time”.**