

MOORCROFT RODEO CLUB

RANCH RODEO RULES

Rope, Mug & Tie:

1. There will be a two (2) minute time limit.
2. Cattle will start off behind the line.
3. Time will start/flag drops when the first rider crosses the line.
4. Teams will be drawn a steer number and must sort their steer from the herd and take them back across the starting line. You get your # when the flag drops/you cross the line.
5. If any steers other than the steer the team draws crosses the line first, the team must return all cattle back across the line and restart.
6. Must head steer (three (3) legal head catches, horns, half-head, and neck), cannot heel the steer.
7. Team must then lay steer on its left side and tie three (3) legs.
8. Time stops when all members and their ropes are clear of steer. Members must put their hands up in the air to show they have completed the task.
9. Steer must stay tied for six (6) seconds.

Stray Gathering:

1. There will be a three (3) minute time limit.
2. Three (3) steers will be in the arena.
3. Time will start/flag will drop when the first rider crosses the line
4. Teams must tie down one steer. Steer must stay tied for six (6) seconds.
5. Teams must load one steer into the bucking chute. Gate must be latched.
6. Teams must pen one steer and without a rope. Pen must be closed with panel.
7. Time stops when the last steer is secured.

Team Doctoring:

1. There will be a two (2) minute time limit.
2. Two steers will be loose in the arena.
3. Time starts when the first person crosses the line.
4. All team members will be horseback.
5. Team must first head (three (3) legal head catches, horns, half-head, and neck), and heel each steer.
6. Once the steer has been headed and heeled, the team must lay steer on either side and mark the steer's neck.
7. BOTH steers must be doctored.
8. Time will stop when both steers are marked and all team members' ropes are clear of the steers.