



TEAM BRANDING RULES

OPEN (4 Ropers)

1. Teams – Four team members must be named on each entry. Two (2) on horseback (ropers) and two (2) on the ground (ground crew).
2. Time Limit – Two calves branded in (2) minute and thirty (30) seconds.
3. There will be a contestants meeting in the arena prior to the competition. A release of liability MUST be signed.
4. Ropers to switch with the ground crew on second calf. Same horses to be used in switch. (Only 2 horses to be used per team.)
5. Each team will rope and brand two (2) head of cattle within two (2) minute thirty (30) second time limit or at the current 6th place time.
6. Ground crew to remain in designated area until calf is roped, stretched, and horses are facing each other.
7. Calf must be headed before it can be heeled.
8. Legal head catch is around the neck or neck with one front leg.
9. Branding iron cannot be removed from paint bucket until both front and back legs are secure on calf.
10. Calf must be branded on the designated side with iron in the correct position in order to qualify.
11. Incorrect application of the brand is an immediate disqualification. Brand must be legible.
12. Iron must be returned to bucket before second calf is roped.
13. Time is called when branding iron is returned to the bucket after branding second calf.
14. Any unnecessary roughness to cattle will be an immediate disqualification and will be STRICTLY enforced.
15. Decisions of judges and flaggers are final.
16. Each contestant is allowed to be on 3 open teams. Must change out 2 team members to qualify as a new team.

NON-PRO (2 Ropers)

1. Teams – Four team members must be named on each entry. Two (2) on horseback (ropers) and two (2) on the ground (ground crew).
2. Time Limit – One calf branded in (2) minutes.
3. There will be a contestants meeting in the arena prior to the competition. A release of liability MUST be signed.
4. Each team will rope and brand one (1) calf within two (2) minute time limit or at the current 6th place time.
5. Ground crew to remain in designated area until calf is roped, stretched, and horses are facing each other.
6. Calf must be headed before it can be heeled.
7. Legal head catch is around the neck or neck with one front leg.
8. Branding iron cannot be removed from paint bucket until both front and back legs are secure on calf.
9. Calf must be branded on the designated side with iron in the correct position in order to qualify.
10. Incorrect application of the brand is an immediate disqualification. Brand must be legible.
11. Time is called when branding iron is returned to the bucket after branding calf.

12. Any unnecessary roughness to cattle will be an immediate disqualification and will be STRICTLY enforced.
13. Decisions of judges and flaggers are final.
14. No limit to number of Non-Pro entries. Must change out 3 team members to qualify as a new team.

HAVE FUN!