



Open, Women and Junior Ranch Team Rules

Updated Rules as of October 24, 2023

WSRRA Code of Conduct Will Be Strictly Enforced in All Events

Any changes to the rules will be posted at the event and presented during the captain's meeting.

All ties will be broken by the fastest branding time.

****Rules are subject to change at team meeting***

TRAILER LOADING/DOCTORING

No loop limit / 6 Minutes

1. Team will enter arena from east end. All Team Members Participate
2. Two steers will be released into arena
3. Time will start with the flagger.
4. One steer will be loaded into the trailer and the other one doctored.
 - a. Order of events will be at the team's discretion.
 - b. DOCTORING:**
 - i. Legal head catches only, neck, half head or around horns. A front leg in loop is allowed.
 - ii. Any illegal catch can be dallied and rope must be removed before cow can be re-roped. The cow must have rope removed on ground by team, or it can be headed or heeled to remove rope. No tripping of cow will be allowed.
 - iii. Once steer is roped, other two team members will dismount and put animal in front feet, hind feet stretch.
 - iv. Cow must be laid down. A single heel catch must be switched.
 - v. Heel loop must be below tailhead when steer is stretched.
 - vi. Time stops when cow is doctored and steer is loaded.
 - c. TRAILER LOADING:**
 - i. Head catches only: around horns, half head, or neck. Front leg allowed.
 - ii. No horses will be allowed inside the trailer.
 - iii. Time stops when one steer is loaded and gate is closed and latched (road ready) and the other steer is doctored

Sort & Rope Tie Down:

4 Loops / 6 minutes

1. Time starts when flagger says go.
2. Pen will have horned cattle and 3 muleys. Team will sort 1 muley out of the herd through open gates.
 - Maximum 3 team members in the herd.
 - Cattle will be sorted through gate.
3. Muley cannot be roped until sorted through gate.
4. Team will head and heel muley.
5. Team must head and heel the steer with a legal head catch; neck or neck and a front leg. Belly catches are illegal; rope must be removed or roper may pitch rope before cow is re-roped.
6. Team members will throw down steer, pull heel rope, and tie any three legs. Tied in 3 bone cross with wrap and half hitch. After the steer is laid down, the head catch must be undallied and the steer must be on a loose rope while being tied. Pigging strings or short lines can be used to tie steer. No tying with lariat rope is allowed
7. Steer will remain tied for six (6) seconds on loose head rope (undallied). No time if muley doesn't remain tied.
8. Time stops when muley is tied.
9. Penalties:
 - Every dirty cow through the gate 30 seconds
 - 30 second penalty for dallied head catch while tying
10. After designated cattle are through the gate, WSRRA arena crew will close the gate the muley cannot get back to the herd.

Team Roping:

8 Loops / 90 second time limit/4 loops max per designated team

ALL STANDARD TEAM ROPING RULES WILL APPLY

1. All Team Members must participate.
2. 2 head, roped at the same time.
3. Arm bands in one color will be passed out to the team.
4. Contestants will pick their partner prior to starting the event and wear matching arm bands.
5. No switching partners during the roping.
6. Both steers must be roped and stretched before the time stops.
7. Team time will be TOTAL ON TWO HEAD
8. 5 sec. penalty for single leg catches
9. Head catches only: neck, half head, or around horns. Front leg allowed. Roper may finish run if illegal head catch or belly catch comes clean.

Team Branding:

4 Head / 8 Minutes (Women and Juniors – 2 Head 8 Minutes)

1. Each team will be required to brand 4 calves or 2 calves for Women and Juniors.
2. Announcer will start the time.
3. Horses must be walked to the flag line. No trotting or loping until horses cross the flag line in the pen.
4. Two members will work the ground. After the first two calves are branded, the team members will change places.
5. 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 dallied.**
6. Calf must be headed before it is heeled.
7. The head catch must be around the neck or around the neck and one front leg. Front leg in loop is legal. Belly catches are illegal.
8. The ground crew may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown.
9. The heeler may catch one or both hind feet.
10. As soon as calf is headed and heeled, ground crew may leave designated area, throw calf, and switch ropes. **If the calf gets up while switching ropes, the ground crew can continue working on the animal as long as the animal has a rope on one end, but the calf must be stretched by all four feet before the brand may leave the circle**
11. You may not take the iron with you to work the ground and the brand must stay in the circle until ropes are switched and calf is ready to brand.
12. Ground crew must return to designated area after each calf is branded.
13. Time stops when the last calf is branded, ground crew has returned to the designated area.
14. If a roper falls from his horse, ground crew can only grab rope to avoid an accident. Rope may be handed back to roper.
15. No one except team members, judges, and/or WSRRA officials will be allowed in the arena.
Each team will be allowed one holder for horses in the branding pen. Holders must be in western attire and only one person allowed in the V.
16. Arena director and judges will have the final say on any ruling disputes.
17. Brand location will be announced before the branding. Brand location will be marked on a diagram to show brand location and the "Low Brand" line
18. Penalties are as follows:

o Branded on wrong side	DQ
o Unnecessarily rough on cattle	DQ
o Leaving designated area early	30 seconds
o Not walking horses to herd	30 seconds
o Iron touches ground	30 seconds
o Botched, bad or misplaced brand (includes low brands)	30 seconds

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Questions can be directed to Brandon Nuffer (307)359-0055*