

## RANCHER'S DAY

August 19th and 20th, 2016 • Modoc District Fair Arena

PAYOUTS - 45% Payout • 55% Office

*Fair commission covers Office, Insurance, Supplies, Cattle Fees and raise funds to keep the fair alive!*

**Entries close July 31, 2016** – No Phone or fax entries, must be received by July 31, 2016. Limited to the first 20 paid entries per class.

**NO REFUNDS WILL BE ISSUED.** Entries accepted first come, first serve with all entry fees included.

Stalls are mandatory if your vehicle stays at the fairgrounds and are \$40.00 per stall (per day or for the fair duration).

RV/Camping spaces are available, \$60 for the entire fair or \$20 per night.

\* Indicates Western States Ranch Rodeo Association events (All four team members must be WSRRA members prior to the start of Rancher's Day in order to qualify for the WSSRA Finals and remain on the same team in all events)

*Exhibitors make payable to:*

Modoc Heritage Foundation – Ranchers Day

Mail to: Modoc Heritage Foundation – Ranchers Day

Po Box 295, Cedarville, CA 96104

For further information contact Amy VonTour at (916) 261-2970 or Tiffany Martinez (530) 605-5350.

### CUTTING HORSE RULES

LIMIT TWO ENTRIES PER CLASS – Declare horse(s)

CLARIFICATION NOTATIONS: A go-around is completed after each horse entered has worked once. Each go-around must be completed before another starts. Exhibitor may enter more than one horse in each class.

Horse must be 5 yrs. or younger.

Rider may not have received remuneration for training a cutting horse. JUDGED UNDER THE RULES OF THE NATIONAL CUTTING HORSE ASSOCIATION.

### RANCH HORSE RULES

LIMIT TWO ENTRIES PER CLASS – Declare horse(s)

NOTE: No Dry Work. If animal not roped within

the 2 loop, 2.5 time limit, it is an automatic no score. **WORKING COW HORSE RULES**

LIMIT TWO ENTRIES PER CLASS – Declare horse(s)

NOTE: Horses to be shown on cattle. No dry work. Out of the herd and down the fence. No tie downs, no hackamore bits, no martingales. If entered in Snaffle Bit Classes must use Snaffle Bit in this class.

#### Junior Cow Horse

Horse to be shown on cattle box at end of arena. No pattern, No fence turns. Rider must pen cattle. Roping is optional. If rider successfully ropes and faces 5 points is added to overall score. 2 1/2 minute time limit

#### Junior Sorting

Each team must sort specific number from the herd and continue in consecutive order. Only one rider in the herd at a time. If any other cattle other than the number needed should cross the line, time is stopped and credit given for only the correct numbered cattle. The most correct cattle in the shortest time wins.

#### \*OPEN & JUNIOR PENNING RULES

1. Limited to 20 teams.
2. Three (3) person teams
3. Arena will be in 1/3 areas
4. Each team will have 3 head of numbered cattle cut out of herd. Cattle can only be cut from herd and removed between the barrels.
5. No more than 4 head of cattle can be past the barrel line at one time.

6. Undesignated cattle must be returned to the 1/3 herd area before the contestants' time is stopped seconds before time ends.
7. Only one person in the herd at a time.
8. There will be a 3 min. time limit. (Warning whistle will blow 30 seconds before time ends). After whistle, contestants may pen 3 or less head.
9. The Judge's decision is final.

#### **\*TEAM BRANDING RULES**

1. All team members MUST be listed on same entry form and captain stated. Limit 20 teams.
2. Entry fee for entire team must accompany form.
3. 4 Person Team/4 Calves/6 min time, progressive. Each team member must rope, be on ground, and on horse.

#### **MIXED BRANDING RULES**

- Each team consists of 2 women and 2 men.  
 1 man and 1 woman must rope together.  
 2 must be on ground, 2 on horseback.  
 Brand 2 calves, 4 minute time limit. Limit 20 teams.

#### **\*TEAM DOCTORING RULES**

- Each team consists of 4 persons
1. Arena divided into herd area (east of barrels) and working area (west of barrels)
  2. Drawn number given as starting flag is dropped.
  3. Riders will cut ONE of the designated numbered cows out of herd.
  4. Cows only cut from herd and removed between barrels.
  5. Only one person in herd at a time
  6. None of the herd cattle can leave the herd area of arena.
  7. Header cannot throw loop until cow has passed barrels and in working area. Cow must be headed in working area.
  8. Designated cow cannot return herd area once through barrels
  9. Legal head catches only (neck or neck and 1 front foot o.k.)
  10. Illegal head catch cannot be dallied.
  11. Loop limit is 4.
  12. Designated cow can be heeled in the working area of the arena.
  13. "Vets" leave horse after cow is heeled.
  14. "Vets" then sets ropes on both front and hind feet. Then places mark on cow between eyes and raises arms to signal end of work.
  15. Time starts when rider crosses start line.
  16. Time Limit is 2 minutes.
  17. Judge's decision is final.

#### **\*Big Loop Roping Rules**

- 4 Man Team, two yearlings in arena at bottom end, time starts when team passes flagger one loop per contestant. Both must head and heal yearling, flagger will stop the time when last team faces. Loop must contain 16 feet of rope.

*Local Rules Apply TO RANCHER'S DAY*

*unless otherwise stated by Rancher's Day committee.*

*Western States Ranch Rodeo Association sanctioned events are designated classes on entry form.*