



Entry Form

Entry Fee: \$175

PLEASE READ ALL RULES

Ranch/Team Name: _____

Contact Person: _____

Address: _____

City, ST, Zip: _____, _____

Phone: _____ Email: _____

Team Members: *must include at least one woman member (** designates captain)*

PLEASE PRINT

1. **Name _____ Phone # _____

Address: _____

2. Name _____ Phone # _____

Address: _____

3. Name _____ Phone # _____

Address: _____

4. Name _____ Phone # _____

Address: _____

5. Name _____ Phone # _____

Address: _____



Release & Waiver Form

- * Re-Print this Form for each contestant.
- * Each contestant must have this form filled out and signed before competing!

Ranch/Team Name: _____

Contestant's Printed Name: _____

Address: _____

City, ST, Zip: _____, _____

Phone: _____ Email: _____

Contestant's Signature: _____ Date: _____

RELEASE AND WAIVER

I/We, the undersigned, hereby release the Weston County Fair Grounds (WCFG), Weston County, all WCFG employees, board members, volunteers, agents, sponsors, or any person helping put on this competition from all claims, demands, action or cause of action, of any kind or nature whatsoever whether now known or ascertained, or which may hereafter develop or accrue me in favor of ourselves, our heirs, representatives, or dependents, on account of, or by reason of, any injury, loss or damage which may be suffered by me or them or any of them to any property, animate or inanimate belonging to me or used by me, because of any matter, thinking or condition of negligence of default whatsoever. I hereby assume and accept the full risk of danger of any hurt, injury or damage which may occur through or be any reason or condition of negligence or any default of any person whatsoever.

WESTON COUNTY RANCH RODEO

Thursday, July 30th: During Fair—7:00 pm

SUPERINTENDENTS **JUSTIN MILLS & JILL PISCHKE**

1. Entry fee: \$175 per team and must be paid prior to the rodeo. Team must have their team name chosen and written down at time of entry.
2. Team Payout: Jackpot of entries
3. Entries will be limited to ten (10) teams. Teams from any state or county will be allowed to enter. However, there will be at least five (5) entry spots reserved for teams from Weston County or teams that have participants from Weston County.
4. **ENTRIES CLOSE at ten (10) PAID-UP teams or 12 PM Thursday, July 30th whichever comes first.**
5. Mandatory rule meeting at 5:45pm and Calcutta Auction at 6:30pm, both prior to rodeo.
6. Each team consists of 5 persons; one person **MUST** be a woman.
7. A team captain must be designated.
8. Every team member must compete in at least one event.
9. Working order will be drawn for at mandatory rules meeting prior to the start of the rodeo. All teams will have a team captain present for the drawing. The order drawn will apply to the first event. For following events, teams will be rotated, with the first team to go in one event becoming the last team to go in the following event, etc.
10. Each team will use designated numbers of members per event. Members participating will be at the team's discretion.
11. ***There shall be no unnecessary roughness with livestock. If you cripple or kill an animal, you own it. Rodeo committee will designate cost.***
12. The Weston County Ranch Rodeo will be sanctioned with the Wyoming State Fair, thus allowing the winning team to compete at the Wyoming State Finals Ranch Rodeo.

POINTS

1. All events will be timed.
2. Judges decisions will be final.
3. Winners of each event will receive points as follows: Points will be based on the number of teams entered. For example: If 10 teams entered in Ranch Rodeo, each events winner would receive 10 Points and second would be 9 points etc.... Every Team that gets a time is awarded points.
4. The team with the most points is the winner.
5. In case of a tie in the overall team standings, the resolution of the tie will be as follows: (1st) the team receiving points in the most events is the winner. (2nd) Most points in branding. (3rd) Most points in Three Steer Bonanza. (4th) Most points Wild Cow Milking. (5) Placing in the Trailer Race.

CONTESTANT RULES OF CONDUCT

1. Anyone (contestant or otherwise) entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat.
2. Abuse of either personal animals or event animals including but not limited to kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary is strictly prohibited. If such recognized abuse is witnessed by judges, other contestants, or WCFG personnel, then judges and a WCFG representative will convene quickly and decide to disqualify that team member from all remaining competition. If abuse happens during an event, team will be given zero (0) points for that event and team member(s) will be disqualified for the remainder of events left in the performance. No Exceptions!
3. No alcoholic beverages permitted in arena. No Exceptions!
4. No loud, obnoxious, profanity or unsportsmanlike conduct.
5. The violation of any conduct rule could result in team disqualification.

TEAM BRANDING

Team must rope two (2) unbranded calves, drag calf to the fire, and brand. Whichever team can brand the fastest wins. There will be two teams competing at the same time.

This event will need two ropers, two wrestlers, one brander. Time will start when roper crosses the line. Two (2) minute time limit. No loop limit. Only one roper per team is allowed into the herd at any time. Second roper may not start until the first calf is branded, rope is off, and the calf is standing up. Roper must walk into the pen. Roper cannot break faster than a trot through complete competition. Roper must heel the calf, no single high hocks, one or two heels accepted. Should a roper lose their rope in the pen, ground crew cannot help retrieve rope. Ground crew cannot touch the calf until the **WHOLE** calf has been dragged past the line. To do so will result in 30-second penalty. After the calf is flat on its side and the rope removed, the branding iron may then be removed from the fire (bucket). The calf must be branded in the rib area on the left side. Wrong place of brand will be a 60 second penalty. Time stops when the branding iron is in the bucket, rope is off second calf and calf is standing up.

TEAM TRAILERING

Team must sort out three (3) yearlings of the same number from the herd. Load them in the trailer. Shut trailer door. Fastest time wins.

As riders approach the line, the announcer will call a number that has been drawn for them. Time begins when first rider crosses the line. The team must cross the line immediately after number has been called. If the team stops, as if looking for their cattle, the judge has the discretion to drop the flag, starting time before they cross the line. 30-second penalty for loping in the herd. Only

one rider can be in the herd at a time; however, holders may help drive the identified animal across the line once the animal is clear of the herd. Holders must not cross the line until then, if you cross line before cattle are sorted it will result in a 30 second penalty per rider. No more than five (5) cattle, no matter their number, may cross the line while cutting is taking place. More than five cattle will result in a no-time. No more than three (3) head may be loaded. If time is called with any wrong numbers loaded, or more than three cattle loaded, team will be disqualified. Time is stopped when door closes on trailer. A team may call for time on two (2) head, however any team that trailers three (3) head will place higher than teams that trailer two (2) head. No points are awarded for one (1) head. Any team may be disqualified for unnecessary roughness. There will be a three (3) minute time limit.

THREE STEER BONANZA

There will be three steers released into the arena at the same time. The event begins when the first rider crosses the line. The team must doctor one steer by heading and heeling it and putting a marking around one eye. The second steer will be Stray Gathered by heading and heeling it and tying any three legs. It must remain tied down for 6 seconds after all ropes are removed from animal and all hands are off. The third steer must be roped, then loaded in the trailer. Only one lope is allowed on the steer. If an illegal head catch is made, that rope can be released, and another team member may rope the steer. Once caught, any other riders or team member can help haze the steer toward the other end of the arena and trailer. Task is done when the steer is secured in the trailer and the gate is shut. Mounted riders may rope steers anywhere in the arena. No Loop Limit. Only Legal Head Catches Allowed. This event will be scored as three events; thus, points will be tripled. All events must be completed to get points based upon fasted time. There is a five (5) minute time limit for this event.

WILD COW MILKING

Team must rope a cow, mug cow, milk cow, run bottle to judge. Whichever team can do it the fastest wins. There will be two teams competing at the same time.

This event will need at least one (1) roper and no more than two (2) ropers, all other members will consist of muggers, milker, and runner. Time starts when roper crosses start line. Two (2) minute time limit. No loop limit. Catch as catch can, but cow's head must pass through the loop, no healing. Rope must be off the saddle horn before the milking. Cow must remain standing while being milked; failure to do so will result in a no-time. Rope must be off the cow before time stops. Standard 12 oz. longneck bottle will be provided to each team. Roper(s) can come off their horse to help in mugging or holding the cow during the milking. Ropes must be off saddle horns of milkers and muggers after cow is roped. Milker may pass the bottle to another team member to run to the judge. Runner must hand the bottle to the judge. Judge will pour out the milk. If the milk will not pour, or if contestant pours, the team will receive a no-time.

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