

## **KBHS BRANDING AND HORSE SHOW RULES 2020**

### **Snaffle Bit/Hackamore, & Bridle Classes - Friday Jan 31, 2020 @ 9:00am**

1. Limited to the first 10 PAID entries in snaffle / hackamore class.
2. Limited to the first 20 PAID entries in the two rein / bridle class.
3. Snaffle Bit/Hackamore horses will be 6 and under.
4. Bridle horses may be any age. Two Rein horses may be any age and must not have been shown in Bridle down fence prior to being shown in Two Rein.
5. All snaffle bit and hackamore horses may be mouthed.
6. Horses will be asked to follow a pattern that will be posted prior to show, box cow, take cow down the fence and circle the cow in both directions.
7. Two Rein horses must be shown in NRCHA Legal Equipment.
8. Bridle horses must be shown in solid bridle with leather curb and rommel reins.
9. Snaffle bit horses must be shown in a smooth mouth snaffle with leather/nylon curb strap.
10. NRCHA rules will be used with the exception of the age requirement in the Snaffle/Hackamore.

### **Ranch Horse - Friday Jan 31, 2020 following the snaffle and bridle classes**

1. Limited to first 20 PAID entries.
2. No pattern. Box cow, make two good turns on fence, build loop, head cow, stop & face. 2 loops may be used.
3. Legal catches are head, head and one leg. Illegal catches are belly or horns.
4. 3 minute time limit.
5. Horses may be ridden in age appropriate equipment, smooth mouth snaffle, hackamore, two rein, or bridle. Rommel reins and solid mouth bits on bridle horses. Tie downs or training devices will be DISQUALIFIED.

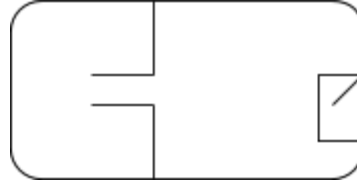
### **Stray Gathering - Friday Jan 31, 2020 @ 1:00pm**

1. Limited to the first 20 PAID entries.
2. This event will consist of a 4 man team.
3. Each team will break into 2 pairs and start behind a timeline.
4. Two steers will be turned out at the opposite end of the arena.
5. Time will start when the first team member crosses the time line.
6. Each team pair MUST head and heel the two steers.
7. You can only rope with your designated partner and you can only rope once (you can't help your other team mate rope their steer).
8. You are allowed to help tie the steer once the other team pair gets the steer roped on both ends.
9. Once you have headed and heeled your steer you have to tie the steer with any three legs.
10. Once both steers are tied down they must stay tied for 6 seconds.
11. Head ropes must be off in order to call time and no tying on.
12. If either steer or both steers come untied in 6 seconds the team will receive a no time.
13. Each team will have a 2 1/2 minute time limit.

### **Open 2 Man Ranch Horse: Friday Jan 31, 2020 @ 2:00pm**

1. Open 2 Man Ranch Horse is limited to first 20 PAID teams.
2. 2 person team, open to any rider.
3. Arena will be split with panels and opening to sort thru and a catch pen at opposite end of arena.
4. 30 numbered animals will be held at end of arena.
5. Time starts when team is ready and the flagger drops the flag.
6. Each team will be required to sort 3 like numbered cattle from end of arena through opening in panels. Only correct numbered cattle may pass through gate.
7. Once sorted to far end of arena, two like numbered & colored tags must be sorted back to herd.
8. Gate to catch pen must remain closed until sorted cattle return through gate to herd.

9. Once pair is sorted back, remaining animal must be penned in pen.
10. Gate closed and team must head and heel animal. 3 loop maximum. Time will be called once animal is roped and on ground. Do not need to set ropes.
11. Each team will have a 6 minute time limit.



**Open and Mixed Branding: Friday Jan 31, 2020 5:30pm Calcutta; Branding to follow**

1. Open branding limited to first 20 PAID teams.
2. Mixed (ropers must be 2 women, woman/youth under 16 years of age, or youth team with 1 girl) branding limited to 20 PAID teams. (age of youth as of January 1, 2019) MIXED TEAMS - required to paint brand 2 calves as specified by the judge.
3. OPEN - 4 man teams -must switch two or more partners to be on a second team.
4. Each open team will be required to paint brand 4 calves.
5. Time starts when team is ready.
6. There will be a 5 minute time limit progressive to 4<sup>th</sup> place.
7. Two team members will head and heel the animal; the other two members will work the ground to set ropes on both front & hind feet before paint branding. Iron cannot leave the bucket until calf is stretched by all four feet.
8. Each roper must head and heel a calf.
9. After the first two calves are branded the open team members will change places.
10. The calf must be headed before the heeler can make his catch.
11. Legal head catch is around the neck or the neck and one front foot.
12. Heeler may catch one or two hind feet.
13. The ground crew may assist in removing illegal catches or dropped ropes.
14. As soon as calf is headed and heeled, the ground crew may leave designated area, throw calf, place head rope on both front feet and heel rope on both hind feet.
15. The ground crew must be back in the designated area after each calf is branded.
16. Time stops when the last calf is branded and the brand is in the bucket.
17. Each team will use the cattle in their designated pen. NO SUBSTITUTES.
18. Mule hide or slick horn only. No cotton rope or rubber.
19. No one except team members or judges will be allowed in arena.
20. Arena director and judges have final say on any disputes.
21. Team will be disqualified if brand is on the wrong side upside down, or in the wrong place.

**DRAWS WILL BE POSTED ON WEBSITE Jan 28, 2020**