

The Memorial Ranch Scramble Rules

You will have 6 1/2 minutes to complete ALL of your events. All need to be completed or you will get a NO TIME. Top 5 teams with fastest times will then be in the short go. Fastest time in the head & heal declares winners.

Cross entry teams must have at least ONE different team member.

**NO LOST ROPE RULE, NO LOOP LIMIT, SPARE ROPES ON THE
FENCE IS ALLOWED**

**TIME STOPS WHEN EVERYONE IS ON THEIR HORSE WHEN ALL
EVENTS DONE, ROPES IN HAND (minus the rope on the steer for rope
& pen)**

Branding

- 1) Head and heal steer
- 2) Ground crew sets ropes 2 front feet, 2 back feet
- 3) Branding Iron can leave pot once steer is down
- 4) Brand steer on either side - rib or hip

Rope & Pen

- 1) Rope steer
- 2) Get entire steer into catch pen, one horse allowed in pen with steer if necessary
- 3) Steer does not need to stay in pen for entire time, just need to go into pen to have that event completed.

Tie

- 1) Team must head and heal the steer. Clean head catch or head catch + 1 leg or just horns
- 4) Steer then needs to be tied by 3 LEGS and head and heal ropes must be removed
- 5) Steer must stay down for 5 seconds
- 6) Any miss handling or ruffing of steer is an automatic DQ at judges discretion

Doctoring

- 1) Team must head and heal steer. Clean head catch or head catch + 1 leg or just horns.
- 2) Animal must have head rope and two hind feet in rope
- 3) Must be doctored by a slap on the ribs
- 4) Head rope must be removed

SHORT GO - TOP 5 TEAMS

Head & Heal

- 1) Team must head and heal 2 different steers. Clean head catch or head catch + 1 leg or just horns. (different ropers for both steers)
- 2) Must have 2 hind feet in rope
- 3) Remove head loop
- 4) Time stops when everyone is on their horses, ropes in hand
- 5) 2 minute time limit