**DoubleTime Cowboy Event**

Cross Brand Cowboy Church

Tyler Texas

*December 6th, 2009*

**Basic Event Info**

The DoubleTime Cowboy Event (DTCE) is a 3-in-1 Event. DTCE will include a Mugging, Doctoring, and Sale Barn Sorting.

DTCE is a Fundraiser Event for the Sacred Spur Youth Team at Cross Brand Cowboy Church

**Teams**

All Events will be competed in with two man teams. ATLEAST one person on each team will have to be 18 years old or younger (As of January 1st, 2009).

Teams can compete in each event separately or in all three events.

One person will be allowed to ride with 3 different partners.

Events will be limited to 40 teams per event.

**Prizes**

Trophy Buckles will be awarded to the event winner in each event (Mugging, Doctoring, Sale Barn Sorting) and Trophy Spurs will be awarded to the All-Around Champion that has the best combined time in all three events.

No Cash Prizes will be awarded as all proceeds for the event are to benefit the Sacred Spur Youth Team at Cross Brand Cowboy Church.

**Event Descriptions and Rules**

***Event Wide Rules***

*-NO TIMES will be issued for roughing the stock (Judges Discretion)*

*-Judge’s Decision is Final*

**Sale Barn Sorting**

10 head of cattle will be tagged with Sale Barn Tags. The same amount of cattle will be tagged with even numbers as are tagged with odd numbers. Time will begin when one of the team members tells the judge he/she is ready and the announcer will tell the team whether they are sorting odds or evens. Whichever the team is supposed to sort (Odds or Evens), the team will have to sort the cattle out marked with the appropriate tag and separate them into another pen. Time will stop when the cattle have all been sorted. Cattle change every 10 teams.

***Rules***

*-2 minute time limit*

*-I Trash Cow will be allowed to be brought back out of the pen if it is accidently sorted. A no time will be given if more than one trash cow passes into the pen, or if the trash cow is not sorted back out of the pen.*

*-Fastest Time Wins*

**Doctoring**

The team will be at the East End of the Arena, a steer will be turned out into the West End of the Arena. Time will start once the steer is in the pen, the gate is closed, and the judge signals with a flag. The steer must be headed and heeled and riders must face the steer. Time will stop when the steer has been roped, riders have faced, and the judge signals with a flag.

***Rules***

*-2 Minute Time Limit*

*-4 Loop Limit*

*-ONLY 3 Legal Head Catches Allowed*

*-No Penalty for Only Catching 1 leg on the Heel Side*

*-Any rope on the ground is considered a dead rope*

*-Contestants can dally or tie off*

*-Fastest Time Wins*

**Mugging**

The team will be at the East End of the Arena, a calf will be turned out into the West End of the Arena. Time will start once the calf is in the pen, the gate is closed, and the judge signals with a flag. The calf must be roped, then the team must tie three legs. Time will be called when three legs are tied, all ropes are cleared from calf, and the judge signals with a flag.

***Rules***

*-2 Minute Time Limit*

*-4 Loop Limit*

*- Catch as catch can (as long as the calf’s head goes through the loop)*

*-Rope must be completely clear from horse before dismounting.*

*-Any rope on the ground is considered a dead rope.*

*-Contestants can dally or tie off*

*-Calf does not have to be flanked or ‘daylighted’*

*-Calf must stay tied for 6 seconds*

*-Fastest Time Wins*

**General Rules**

1. Anyone (contestant or otherwise) entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat. We encourage leggings and spurs to be worn.

2. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary) is strictly prohibited. No Exceptions!

3. No alcoholic beverages permitted. No Exceptions!

4. No loud, obnoxious profanity or unsportsman like conduct.

5. The violation of any conduct rule could result in Team disqualification.

6. Ride for Jesus.

7. Judges decision will be final.

8. **Ropes must be thrown from horse completely before dismounting.**