

RULES FOR INTERTOWN CHALLENGE

Same basic rules as for team event applies plus;

- (1) Only ONE catcher must enter the mob when signaled by the judge, the second catcher must remain behind the ramp.
- (2) When the first catcher catches a calf and brings it to the ramp the judge will indicate to the second catcher to enter the mob. (first catcher's horse must be behind the ramp before judge signals)
- (3) On completion of the first calf the brander must then mount and becomes the next catcher (must await judges signal to enter the mob). The front leg roper moves to the branding position. The back leg roper moves to the front leg position and the catcher who has just dismounted moves to the back leg position.
- (4) When the second catcher brings a calf to the ramp the judge will indicate to the third catcher to enter the mob.
- (5) On completion of the second calf the catcher dismounts and moves to the back leg position. The back leg moves to the front and the brander mounts the horse.
- (6) Each catcher is allowed three minutes to catch a calf. If none are caught in the allotted time then the catcher comes out of the mob and the next catcher moves in. The ground crew must rotate as if a calf was branded every time a catcher leaves the mob.
- (7) This process continues until five calves are branded or the time limit of fifteen minutes is up. Teams may continue to rotate until the calves are caught.
- (8) Team with five calves branded in the quickest time is the winner. If no team catches the five calves in the fifteen minutes then a "catch off" will be held. Teams are to select their best crew and a one calf competition will be held with the fastest being the winner.
- (9) HAVE FUN