



BIG SKY ROUNDUP RANCH RODEO

Sat. Aug. 3rd, 2013 - 11:00am

MT EXPO PARK - GREAT FALLS, MT

A NILE RANCH RODEO FINALS QUALIFYING EVENT

MANDATORY TEAM MEETING 10:30AM

Big Sky Roundup Ranch Rodeo Rules 2013

Event Order:

- 1) Bronc Riding
- 2) Team Penning
- 3) Team Branding
- 4) Team Doctoring
- 5) Wild Cow Milking

RANCH BRONC RIDING:

1. "Ride as ride can" for 8 seconds. A standard working saddle must be used. No PRCA rigging allowed. No hobbling of one or both stirrups. Horse has to be saddled, as he would be for everyday use.
2. A regular bucking horse halter with one rein must be used and shall be provided by the ranch team.
3. Night latches WILL BE allowed.
4. Points will be awarded for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider. Flamboyance and creativeness are encouraged.
5. If the rider believes that he has been fouled he must yell "foul" in the first three (3) seconds of the ride and then continue to make best ride possible throughout the 8-second ride. A re-ride may be awarded at judge's discretion.

TEAM PENNING:

1. Four (4) person team.
2. A herd of numbered yearlings will be held at one end of the arena.
3. As riders approach the line, the announcer will call a number that has been drawn for them. The team must cross the line immediately after number has been called. If the team stops, as if looking for their cattle, the flagman will drop the flag, starting time before they cross the line.
4. All of the riders are eligible to enter the pen, but only one rider may be in herd cutting the yearlings from the herd at a time. Once the sorted yearling(s) has left the herd, the other riders may move in to help push the yearlings across the line (at this point, loping

while pushing the yearlings is ok, just not in the herd). One rider in the herd at a time applies at all times, even if the yearlings dodge back into the herd.

5. Time begins when first rider crosses the line.
6. Without loping into the herd, the team has three (3) minutes to cut three (3) head of yearlings bearing the designated numbers and corral them in the pen at the opposite end of arena.
7. A total of five head may cross the line at any one time. If more than five head cross the line at any one time, the team receives a no time.
8. There will be a 30-second penalty for loping in the herd.
9. Time is stopped when the correct numbered cattle are placed into the pen and the gate is closed and all incorrect numbered cattle are placed behind the line on the herd side. The team with the fastest time wins. A team may pen (2) yearlings. No points are awarded for one (1) yearling. Calling for time with only 2 head sorted results in a 1 minute and 35 second penalty.
10. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.

TEAM BRANDING:

1. A four (4) man team, including a roper, two flankers, and a brander.
2. A herd of cows and calves are held behind a line 60 feet from the end of the arena by the herd holders, who cannot cross the line.
3. Two teams will run at one time. (This will require 2 "fires" for the irons and two (2) flag judges.)
4. The ropers will start together. Ropers should respect and not interfere with other contestants. Intentional interference will result in disqualification.
5. Only one rope and one horse can be used by each team in the branding.
6. Time begins when roper crosses the line. Without loping, at any time, first roper will drag one calf across the line, allowing all the loops needed. After first calf is branded and returned to the herd, first roper dismounts and 2nd roper mounts and proceeds to rope a second calf, using same horse and rope as 1st roper. Team has (3) minute time limit to drag two (2) calves, allowing all the loops they need.
7. Calves may only be roped by the heels and must be double hocked. Shake the rope down on any high hocks before dragging to fire. Failure to do so is a 30 second penalty.
8. The ropers may not rope outside the line. Roping outside line will result in 30-second penalty.
9. The flankers may not touch the calf until the whole calf has been dragged across the line. To do so will result in 30-second penalty.
10. After the calf is flat on its side and the rope removed, the branding iron may then be removed from the bucket.

11. The calf must be branded in the rib area of a designated side (right or left side), as determined in the contestants meeting prior to the rodeo. It will be the same side for all teams.
12. The iron is returned to the bucket after branding each calf.
13. Time stops when the branding iron is in the bucket after the second calf.
14. After a calf has been branded, he must return to the herd before he can be roped again. If 2 calves are roped and dragged to the fire, one of them must be released and allowed to return to the herd.
15. The winner is the fastest time on two calves. A 30 second penalty will be assessed for the horse moving out (**NO Loping, trotting is OK**).

TEAM DOCTORING:

1. Three (3)-person team - Header, Heeler & Vet. All contestants may rope. All three (3) team members shall be horseback. Ropers may rope either head or heels.
2. The Vet's rope must be off the saddle horn and clear of the horse before he/she dismounts. If any rope is left hanging on saddle after riders dismount, the team receives a no time.
3. A herd of yearlings will be held behind a line approximately 60 feet from the end of the arena. As riders approach the line, the announcer will call a number that has been drawn for them.
4. Time begins when the first rider crosses the line.
5. Without loping into the herd, numbered yearling must be cut out from the herd and driven across the start line, before it can be roped. Loping in herd will result in a 30-second penalty. If the yearling gets back across the line before it is roped, roper may not chase it through the herd, but must slow down and cut it out again.
6. 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.
7. No more than two head may cross the line as roper cuts their yearling out; more than two head will result in a no-time. Ropers may dally or tie hard-and-fast. There is No loop limit.
8. Steer must be standing when it is headed and/or heeled. Steer must be headed first. If the steer is caught by one horn, the roper is not allowed to ride up and put the rope over the other horn or head with his hands.
9. Steer must be tied down and remained tied for 6 seconds after team calls for time.
10. Four (4) legal head loops: Around the horns, half head, around the neck, or neck and one front leg. Figure eight catches are illegal.
11. Two (2) minute time limit.

WILD COW MILKING:

1. A three (3) or four (4)-person team including a Roper, Milker, and Muggers. Only Roper will be horseback.

2. Cow will be turned into the arena. Once judges and timers are ready, roper will be let in arena. Once roper crosses the start line, flagman will drop his flag, starting the time.
3. Two-minute time limit. No loop limit.
4. Catch as catch can, but cow's head must pass through the loop.
5. Rope must be off the saddle horn before the milking commences.
6. Cow must remain standing while being milked; failure to do so will result in a no-time.
7. Rope must be off the cow before time is flagged.
8. The Muggers hold the cow while the Milker milks cow into a standard 12 oz. longneck bottle. The Roper is allowed to come off their horse to help in mugging or holding the cow during the milking. However, roper must throw his rope to the ground before dismounting. Team will receive a no time if roper dismounts his horse and the rope is left hanging on saddle.
9. Any one of the contestants may milk the cow.
10. The Milker may pass the bottle to another team member to run to the judge. Runner must hand the bottle to the judge.
11. THE JUDGE WILL POUR THE MILK OUT. If the milk will not pour, or if contestant pours, the team will receive a no-time. The team with the fastest time wins.
12. Should use good, healthy, wet cows.

ALL JUDGES DECISIONS ARE FINAL! Your comments to the judges are not welcome!

POINTS

1. All participating teams must participate in all events in order to win the team championship. If a team turns out or elects not to participate in an event, they have eliminated themselves from placing in the average.
2. A total of 55 points may be awarded in each event for each round. These points shall be given to the top ten places as follows:
 1st: 10 pts. - 2nd: 9 pts. - 3rd: 8 pts. - 4th: 7 pts. - 5th: 6 pts. - 6th: 5 pts - 7th: 4 pts - 8th: 3 pts - 9th: 2 pts - 10th: 1 pt - no time or score: 0 pt.
3. 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 doctoring. (4th) Most points in sorting. (5th) Most points in bronc riding..
4. The team with the highest score is the winner. Payouts will be paid based on the teams with the highest total scores.

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. Chaps should be worn in all events except Wild Cow Milking.

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 NILE personnel, then judges and a ROUNDUP 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.

HUMANE TREATMENT OF LIVESTOCK

GENERAL:

These rules are intended to ensure the humane treatment of all livestock and shall be in effect for the Big Sky Roundup Ranch Rodeo. No animal shall be treated inhumanely by any member. No Exceptions.

SORE, LAME, SICK OR INJURED ANIMALS

Animals for all events will be inspected before the draw, and no sore, lame, sick or injured animal or animal with defective eyesight, shall be permitted in the draw at any time. Should an animal become sick or incapacitated between the time it is drawn and the time it is scheduled to be used in competition that animal shall not be used in competition and another animal shall be drawn for the contestant.

REMOVAL OF INJURED ANIMAL

A conveyance must be available (tractor & sled) and shall be used, where practical, to remove any injured animal from the arena. Conveyance must be large enough to remove a horse or cow. Any injured livestock must be humanely removed from the arena before continuing the performance.

TEAM CONTESTANT QUALIFICATIONS

This event has a 10 team limit. At this event, team members may be made up of any 4 individuals, however, teams hoping to qualify for the NILE need to abide by the rules outlined below regarding NILE team contestant qualifications.

THIS IS A NILE RODEO FINALS QUALIFYING EVENT

The first or second place team at this event may qualify for the NILE Rodeo Finals. Only one team may qualify. If the first place team qualifies based on the NILE contestant qualification rules, they are eligible for the NILE. If the first place team doesn't qualify to enter the NILE, then the 2nd place team at this event may qualify based on the NILE contestant qualification rules. If first or second place teams at this event do not qualify based on the NILE contestant qualification rules, no team is eligible to participate in the NILE event from this ranch rodeo. The winning team will be contacted by the NILE to determine eligibility.

NILE TEAM CONTESTANT QUALIFICATIONS

1. A working ranch is defined as any ranch that has at least a 200 head cow/calf operation or the equivalent. The NILE reserves the right to request as much financial information as needed to qualify a ranch team. Two ranches may combine to form a team as long as the two ranches combining have a total of 200 head cow/calf operation or the equivalent.
2. Each member of the team must work for the ranch. That will be defined as ownership, family, full or part-time employees, or trade-out employees. A team will consist of no less than three (3) team members and no more than five (5) team members.

PAYOUTS / PRIZES

1. Four teams with most total points receive cash payouts.
2. 1st place team receives trophy belt buckles.
3. 2nd place team receives custom breast collars.
4. Top Hand receives custom head stall.
5. Top Horse receives a saddle blanket.