

Big Sky Roundup Ranch Rodeo

Sat. Aug. 5th, 2017 – 11:00am

MT Expo Park – Great Falls, MT

Mandatory Team Meeting 10:30am

Official Big Sky Roundup Ranch Rodeo Rules 2017

Event Order:

1. Team Doctoring
2. Team Sorting
3. Team Branding
4. Trailer Loading
5. Bronc Riding

TEAM DOCTORING: 3 minutes

1. Four (4)-person team - Header, Heeler, Vet and Vet assistant. All contestants may rope. All four (4) team members shall be horseback. Ropers must head and heel yearling.
2. The Vet and Vet assistant’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. As riders approach the line, the announcer will call a number. The team must cross the line immediately after their 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. Team will sort out their numbered yearling without looping in the herd, push it across the line and rope it. Time begins when the first rider crosses the line*.*
4. There is No loop limit.
5. 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.
6. Vet and Vet’s assistant will then place both front feet in the head loop and both hind feet in the heel loop, stretch tight and proceed to mark the forehead of yearling with marker provided. Time is called.
7. Four (4) legal head loops: Around the horns, half head, around the neck, or neck and one front leg. Figure eight catches are illegal.
8. Three (3) minute time limit.

TEAM SORTING: 3 minutes

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. The team must cross the line immediately after their 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. The number called is for the first of 5 animals that must be sorted out the large gate in the middle of the arena in increasing order. IE. The announcer gives the team no. 5. The team sorts out no. 5 yearling first and pushes it through the gate, then 6, then7, then 8 then 9, in this order. Time is flagged when the last animal cross the judges flag line at the gate.
4. All of the riders are eligible to enter the sorting pen. Any loping deep in the herd will results in a no time. Trotting is allowed deep in the herd while sorting. Once the sorted yearling(s) has left the bulk of the herd, the yearlings may be pushed hard towards the gate (at this point, team will not be flagged out for loping). One rider at a time may be deep in the herd sorting. A wing man close to the herd is not considered a sorter or to be deep in the herd.
5. Time begins when first rider crosses the line.
6. Without loping deep in the herd, the team has three (3) minutes to sort five (5) head of yearlings in increasing order through the gate.
7. Any extra cattle passing through gate or sorted cattle returning back into gate, will result in a no time.
8. Time is stopped when the correct numbered cattle are sorted through the gate in the correct order. The team with the fastest time wins.
9. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.

TEAM BRANDING: 3 minutes

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. Exception – a single high hock that will not shake down – one team member pay cross line, to remove the rope, on foot but is not to interfere with other team’s roper.
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 (except if left handed team member - then 2nd rope is allowed) 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. Ropers may not leave their ropes on the horse when dismounting and must throw rope clear or step off horse with rope in hand. If any rope is left hanging on saddle after riders dismount during transition, the team receives a no time.
8. 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. No time if high hock is drug to fire.
9. The ropers may not rope outside the line.
10. The flankers may not touch the calf until the whole calf has been dragged across the line.
11. After the calf is flat on its side and the rope removed, the branding iron may then be removed from the bucket.
12. 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.
13. The iron is returned to the bucket after branding each calf.
14. Time stops when the branding iron is in the bucket after the second calf.
15. 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.
16. The winner is the fastest time on two calves. (NO Loping, trotting is OK).

TRAILER LOADING: 3 minutes

1. Announcer calls a number. Sort animal from herd, no more than three animals can be across time line before being roped. Must be legal head catch. Load animal in front of trailer remove all ropes from animal, close front gate. Load two horses in middle of trailer, close middle gate. Load two horses in back of trailer and close rear gate. Time is called when rear gate is closed and all extra cattle are put back across line.
2. No time: Riding horse in trailer, rope still on animal in trailer when time is called or on saddle with rider on the ground or on horse with rider on the ground.

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. Flamboyancee 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.

ALL JUDGES DECISIONS ARE FINAL! YOUR COMMENTS 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: 8 pts. - 2nd: 7 pts. - 3rd: 6 pts. - 4th: 5 pts. - 5th: 4 pts. - 6th: 3 pts - 7th: 2 pts - 8th: 1– no time or score: 0 pt.

1. In case of a tie in the overall team standings, the resolution of the tie will be as follows: - (1st) the team receiving the most 1st place points. (2nd) Most points in doctoring. (3rd) Most points in branding. (4th) Most points in sorting. (5th) Most points in trailer loading.
2. 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

At this event, team members may be made up of any 4 individuals per team.

PAYOUTS / PRIZES (update if any of this changes)

1. 1st place team receives trophy belt buckles and cash.
2. 2nd place team receives a prize and cash.
3. 3rd place team receives cash.
4. Top Hand receives custom head stall.
5. Top Horse receives a saddle blanket.

TOP HAND PRIZE: Each team will vote for two contestants that they feel earned this award at the conclusion of the rodeo. Team votes cannot be for anyone on their own team. Voting will take place immediately after the rodeo in the prize presentation area. Contestant with the most votes wins.

TOP HORSE PRIZE: Will be selected by an observing individual as selected by Roundup Committee.