



2007 Western States Championship Ranch Rodeo Official Event Rules

RANCH BRONC RIDING:

"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. A regular bucking horse halter with one rein must be used and shall be provided by the ranch team. Points will be awarded for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider. If the rider believes that he has been fouled he must yell "foul" in the first 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.

WILD COW MILKING:

1. A four (4) man team including a roper, milker and two (2) muggers. Only roper will be horseback.
2. Roper will be let in arena at corner but must stay behind start line, failure to do this will result in a 30 second penalty. Cow will be released from corner of arena. When cow clears gate leaving alley, flagman will drop his flag, starting the roper and the time.
3. Two minute time limit. Two 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, failure to do so will result in a no time, and off the cow before time is flagged. Cow must be standing when milked.
6. The muggers hold the cow with help from the roper, while the milker milks her into a standard 12 oz. longneck bottle. Anyone of the contestants may milk the cow. The milker may pass the bottle to another man to run to the judge. Runner must hand the bottle to the judge, and **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.
7. Should use good, healthy, wet cows.

TEAM DOCTORING:

1. Three (3) man team - Header, Heeler & Vet. All contestants may rope.
2. 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 which has been drawn for them. Time begins when the first rider crosses the line.

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. No more than two head may cross the line as roper cuts his yearling out, more than two head will result in a No-Time. All three (3) team members shall be horseback. Ropers may rope either end, head or heels. Herd holders may cross the line after time starts.

3. Ropers may dally or tie hard-n-fast. Ropers are allowed 3 loops.
4. 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.
5. Steer must be lying on it's side prior to doctoring. All four feet must be visible.
6. When steer is on it's side, vet will place a mark between it's eyes and raise his hands, stopping time.
Mark must be between it's eyes or will result in no time.
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. Two (2) minute time limit.

TEAM BRANDING:

1. A four (4) man team, including a two ropers, two ground crew. Ropers must switch end after the first calf is branded. On second round ropers will be ground crew and ground crew will be ropers.
2. Two (2) calves are released from one end of the arena. Time begins when you cross the line.
3. Each team will have a three (3) minute time limit to rope both calves, allowing all the loops they need. The calves must be headed and heeled. All competition roping and branding must be behind the line
4. The flankers must remove the head rope and place it around both front feet and both heels must be in loop. Failure to do so will result in 30 second penalty. After the calf is flat on it's side and the rope is around all four feet, the branding iron is removed from the bucket, the calf branded on it's hip on the left side, and the iron returned to the bucket after branding each calf. Time stops when branding iron is in the bucket after the second calf.
5. The winner is the fastest time on two calves.

TEAM SORTING:

1. Three (3) man team.
2. A herd of (6) numbered calves will be held behind a line 60 feet from the end of the arena.



3. As riders approach the line, the announcer will call a number which 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. The team may not have more than one man in the herd at one time. More than one man in the herd will result in a 30 second penalty. Time begins when first rider crosses the line. All of them may cross the line, and anyone may cut the cattle.
4. Without loping into the herd, the team has two (2) minutes to cut out calves bearing the designated numbers in ascending order.
5. The team with the fastest time and correctly sorting the calves in ascending wins. If a team fails to sort in ascending order it will result in a no time.
6. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.

ALL JUDGES DECISIONS ARE FINAL!

POINTS

1. All participating ranches must enter all compulsory events in order to be eligible for the team championship.
2. The points will be awarded in each event for each round. Points shall be given to the teams in relation to the number of teams in the rodeo as follows:
EXAMPLE: *If there are 15 teams in the rodeo 1st place will receive 15 points, 2nd 14 points etc... No time will receive 0 points for the round.*
3. The team with the most points is the winner.
"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.

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 and spurs should be worn in all events except Wild Cow Milking.
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 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 Helldorado 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 anytime. 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.



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