**MPRF Ranch Rodeo Ground Rules 2015**

**RANCH BRONC RIDING**:

1. "Ride as ride can" for 8 seconds. A standard working saddle must be used. No PRCA riggings will be allowed. No hobbling of one or both stirrups. Horse has to be saddled as he would be for everyday ranch use.
2. A regular bucking horse halter with one rein must be used and shall be provided by each ranch team.
3. Night latches are not 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 ranch team 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 the best ride possible throughout the 8 second ride. A re-ride may be awarded at the judge's discretion.
6. ALL JUDGES DECISIONS ARE FINAL!

**TEAM SORTING**: 2.5 minute time limit

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 4 animals that must be sorted out of the herd and moved across the line in consecutive order. I.e. The announcer gives the team no. 5. The team sorts out no. 5 yearling first and pushes it through the gate, then 6, then 7, then 8, in this order. Time is flagged when the last animal cross the line.
4. All of the riders are eligible to enter the sorting pen. Any loping or trotting in the herd will results in a no time. Walking only is allowed 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 or trotting in the herd, the team has two and a half (2.5) minutes to sort four (4) head of yearlings in consecutive order across the line.

1. Any extra cattle passing the line or sorted cattle returning back over the line, will result in a no time.
2. Time is stopped when the correct numbered cattle are sorted across the line in the correct order. The team with the fastest time wins.
3. Time limit is two and one half (2.5) minutes, team will receive a No Time if time limit is exceeded.
4. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.
5. ALL JUDGES DECISIONS ARE FINAL!

**TEAM DOCTORING** 2.5 minute time limit / 3 loop limit / 30 sec. penalty for any gait above a trot in herd

1. Four (4) person team. All four team members may rope, however the vet's rope must be off the saddle horn and clear of the horse before he dismounts.
2. A herd of cattle will be held behind a line at the end of the arena. As riders approach the line, the announcer will call a number that has been drawn for each team. Time begins when the first rider crosses the line. Only one rider can be in the herd at a time, however holders may help drive the identified steer across the line once the steer is clear of the herd. Without loping into the herd, the teams numbered steer must be cut out from the herd and driven across the start line, before it can be roped. Loping in the herd of cattle will result in a 30 second penalty. If the steer gets back across the line before it is roped, the roper cannot chase it through the herd, he must slow down and cut it out again. No more than two head can cross the line as roper cuts his steer out; if more than two head cross the line it will result in a no-time score. All three (3) team members shall be horseback, all three [3] ropers are eligible to rope the designated steer.
3. Ropers must dally. There is a three [3] loop limit per team.
4. Steer must be headed first. Heeling the animal is optional once the steer is headed.
5. Steer must be standing when it is headed.
6. Four (4) legal head loops: Around the horns, half head, around the neck, or neck and one front leg. Figure eight catches are illegal.
7. Steer must be lying on its side, when steer is on its side the head rope must be removed and slipped over both front feet. Both hind feet will also be placed in one loop and held by a horseback rider. The vet must then place a visible mark between the eyes of the steer and raise his hands, stopping time.
8. The mark must be visible between the eyes of the steer or it will result in a No Time.
9. Time limit is two and one half (2.5) minutes, team will receive a No Time if time limit is exceeded
10. ALL JUDGES DECISIONS ARE FINAL!

**TEAM BRANDING**: 2 minute time limit / 30 sec. penalty for touching animal before the line / 30 sec. penalty for gait above a trot in herd

1. Four (4) person team, consisting of a roper, two flankers, and a brander.
2. A herd of cattle including cows and calves are held behind a line at 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. Time begins when they cross the line. Without loping, at any time, they will have a two (2) minute time limit to drag two (2) calves each, allowing all the loops they need. Ropers should respect and not interfere with other contestants. Intentional interference with other teams will result in disqualification. Only one rope can be used in the branding.
5. Calves must be heeled by two (2) hind feet.
6. The ropers may not rope outside the line. Roping outside line will result in 30-second penalty.

1. The flankers may not touch the calf until the entire calf has been drug across the line. If the calf is touched by a team member prior to crossing the line it will result in 30-second penalty. After the calf is flat on its side and the rope has been removed, the branding iron may be removed from the bucket, the calf must be branded on its ribs on either side. The branding iron must be returned to the bucket after branding each calf. Time stops when the branding iron is in the bucket after the second calf has been branded.
2. After a calf has been branded, the calf must return to the herd before the same calf can be roped again. If 2 calves are roped and drug to the fire at the same time, one calf must be branded and released and allowed to return to the herd before the second calf can be branded.
3. A 30 second penalty will be assessed for the horse moving out. (NO Loping or running, trotting is permitted).
4. The winner is the fastest time on two calves.
5. Time limit is two (2) minutes, team will receive a No Time if time limit is exceeded.
6. ALL JUDGES DECISIONS ARE FINAL!

**MPRF RANCH TEAM QUALIFICATIONS AND CONTESTANT ELIGIBILITY**

1. Each ranch team member must work for a "Working Montana Ranch" at the time of entry. A team member is defined as an owner, family member, full or part-time employees, or a trade-out employees of the ranch.
2. A "Working Montana Ranch" is defined as a ranch that has no less than 200 head of cattle or livestock, a cow/calf operation or the equivalent of. Two ranches may combine to form a team as long as the two ranches combining have a total of 200 head of livestock. MPRF ranch rodeo committee reserves the right to request documentation as needed to qualify a ranch team.
3. A ranch team will consist of no less than four (4) team members.
4. Payment of entry fees in full must accompany Official Entry Form to be eligible.
5. Team placement will be selected on eligibility and date of entry. The numbers of ranch teams will be limited.

**OFFICIAL RULES AND POINTS**

1. Ranch teams must enter and participate in all four [4] events in order to be eligible for awards.
2. A total of 36 points shall be awarded in each ranch event. These points shall be given to the top eight 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 pt.
3. The ranch team receiving the most points in 4 events will be awarded the winner.
4. For the "Top Hand" award a team member will receive points only in the event that they participate in as a team member.
5. In case of a tie in the overall team standings the resolution of the tie
will be as follows:
1st PLACE - Ranch team receiving the most first places.
2nd PLACE - Ranch team receiving most points in doctoring.
3rd PLACE - Ranch team receiving most points in branding.
4th PLACE - Ranch team receiving most points in trailering.
5th PLACE - Ranch team receiving most points in bronc riding.
6. ALL JUDGES DECISIONS ARE FINAL!

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.
2. Abuse of either personal livestock or event livestock 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 the judges, other contestants, or MPRF personnel, the event judges and a MPRF representative will convene quickly and decide to disqualify that team member from all remaining competition. If abuse happens during an event, the team will be given zero (0) points for that event and the 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.

1. The violation of any conduct rule could result in team disqualification.

1. ALL JUDGES DECISIONS ARE FINAL!

HUMANE TREATMENT OF LIVESTOCK

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

SORE, LAME, SICK OR INJURED LIVESTOCK

Livestock for all events will be inspected before the draw, and no sore, lame, sick or injured livestock or livestock 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 LIVESTOCK

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