



MONTANA EXPOPARK GREAT FALLS

**JANUARY 14, 2017
OFFICIAL RULES**

First Event

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!

Second Event

TEAM SORTING *2.5 minute time limit. 30 second penalty for any gait above a trot in the herd.*

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 3 animals that must be sorted out of the herd and moved across the line in consecutive order. Time is flagged when the last animal cross the line.
4. All of the riders are eligible to enter the sorting pen. Walking or trotting only is allowed in the herd while sorting, any gait above a trot will result in a 30 second penalty. Once the sorted yearling(s) has left the bulk of the herd, the yearlings may be pushed hard towards the line (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.
7. Any extra cattle passing the line or sorted cattle returning back over the line, will result in a no time.
8. Time is stopped when the correct numbered cattle are sorted across the line in the correct order. The team with the fastest time wins.
9. Time limit is two and one half (2.5) minutes, team will receive a No Time if time limit is exceeded.
10. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.
11. ALL JUDGES DECISIONS ARE FINAL!

Third Event

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 single steer will be held behind a line at the end of the arena. Time begins when the rider crosses the line. Only one rider can be in across the line. Without loping into the herd, the 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, he must slow down and cut it out again. All four (4) team members shall be horseback, all four [4] ropers are eligible to rope the 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!

Fourth Event

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. 30 second penalty for roping outside line.*

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 roper 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*.
7. 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.
8. 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.
9. A 30 second penalty will be assessed for the horse moving out. (NO Loping or running, trotting is permitted).
10. The winner is the fastest time on two calves.
11. Time limit is two (2) minutes, team will receive a No Time if time limit is exceeded.
12. ALL JUDGES DECISIONS ARE FINAL!

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