

Big Bend Ranch Rodeo
PO Box 2140
Alpine, TX 79831
432-364-2696

BBRR Event Rules
As of 3/15/2019

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. Saddled for everyday use means- stirrups have no binding in order to hold stirrups forward, nor can they be hobbled under the horse's girth. No rope on the saddle. Stirrup leathers must be standard leathers. Flank cinch must be hobbled at no greater than 14 inches from the front cinch. Saddle blankets or pads should not be used. Saddles should have full or 7/8 double rigging, no centerfire or 5/8 or 3/4 rigging allowed. No Cable Riggings. No night latch can be used.

The rider must have 1 free hand during the entire 8 second ride. A regular bucking horse halter with one rein must be used and shall be provided by the ranch team.

Saddles will be inspected before unsaddling in the stripping chute. Violations will result in immediate disqualification in the ranch bronc riding for that round.

If a rodeo official finds that a horse is bloodied up after a ride due to actions by the rider, the rider will be disqualified.

Points will be awarded for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider. A re-ride may be awarded at judge's discretion. If a re-ride is given it must be taken by the rider that was offered the re-ride. If injury prevents the rider from taking the re-ride another qualified team member may be substituted.

WILD COW MILKING:

1. A four (4)-man team including a roper, milker and two (2) muggers. Only roper will be horseback.
2. Two (2) teams will be let into the east end of the arena at the same time and will compete at the same time---one from the east end and one from the west end. Cows will be released from SE and SW corners of arena. When cows clear the gates, leaving the alleys, flagmen will drop their flags, starting the ropers and their times.
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.
6. The muggers hold the cow with help from the roper, while the milker milks her into a standard 12 oz. longneck bottle. The cow must be standing to be milked. 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. If the milk will not leave the bottle, or if contestant turns the bottle

upside down, the team will receive a No-Time. The judge will turn the bottle upside down and allow 10 seconds for milk to leave the bottle. The team with the fastest time wins.

TEAM DOCTORING:

1. Four (4)-man team. All contestants may rope, however the vet's rope must be off the saddle horn and clear of the horse before the vet dismounts. Failure to do so will result in disqualification. Only one paint stick will be provided.

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 that 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 four (4) team members shall be horseback. Ropers may rope either head or heels. The cutter must throw the first loop. Failure to do so will result in disqualification. Herd holders may cross the line after time starts.

3. Ropers may dally or tie hard-n-fast. There is a 3-loop limit.

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 its side prior to doctoring. All four feet must be visible.

6. When steer is on its side, vet will place a mark between it's eyes and raise his hands, stopping time. Mark must be between its eyes or will result in no time.

7. Five (5) legal head loops: Around the horns, half head, around the neck, or neck and one front leg, figure eights allowed. Ropes with illegal catches may only be removed by a team member on foot.

8. Two (2) minute time limit.

TEAM BRANDING:

1. A four (4) to six (6) man team, including a roper, two flankers, a brander and two herd holders. (If the team does not have enough members to have herd holders, they may ask for help from another team. This should be noted with the announcer so that he may mention the good sportsmanship and good working relationships between the ranches.)

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 (2) teams will run at one time. This will require two (2) "fires" for the irons and two (2) flag judges.

4. The ropers will start at the same time by signal from a judge. Time begins when the judge's flag drops. Without loping at any time from the initial start of competition to the completion of the run on the second calf 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 will result in disqualification. Only one rope can be used in the branding.

5. The ropers may not rope outside the line. Roping outside line will result in 30-second penalty. If a calf is roped by one or both front legs it cannot be drug to the fire. To do so will result in disqualification. If needed, flankers may remove the rope from the calf, upon permission being given by a judge. If a calf is roped by the neck, the calf may not be dragged on its side. The calf must be allowed to regain its footing before it is brought to the fire. Failure to allow this will result in a 30 second penalty.

6. The flankers may touch the rope but may not touch the calf until the whole calf has been dragged across the line. To do so will result in 30-second penalty. After the calf is flat on it's side and the rope removed, the branding iron is removed from the bucket, the calf branded on it's ribs on either side, and the iron returned to the bucket after branding each calf. The brander may help flankers remove the rope, however the iron must stay in the bucket until rope is removed. Time stops when branding iron is in the bucket after the second calf.

7. After a calf has been branded, he must return to the herd before he can be roped again. If two (2) calves are roped and dragged to the fire, one of them must be released and allowed to return to the herd.

8. The winner is the fastest time on two (2) calves. A 30 second penalty will be assessed for the first incidence of a horse loping. A second incidence for loping will result in a disqualification.

9. There is a two (2) minute time limit.

TEAM SORTING

1. Four (4) man team, all team members must be horseback. All riders may cross the starting line at any time, but only one rider may sort at a time.
2. A group of cattle will be held behind the starting line. Cattle will be numbered and must be sorted in numerical order. The announcer will call the starting number as the team approaches the starting line. Time begins when the first rider crosses the start line. Example: If 4 is called, cattle to be sorted will be 4,5,6.
3. Without loping in the herd the team will have two (2) minutes to sort their assigned three (3) out of the herd and cross the line. Sorted cattle must be held across the line. Any wrong numbered cattle across the line will result in a NO TIME.
4. Time is called when all three (3) head have crossed the line in numeric order. Fastest time on three (3) head or if time expires, the team with the most cattle across the line in numerical order wins.
5. In the event of a tie [three (3) teams with three (3) head in two (2) minutes] the points will be divided equally.

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. A total of 55 points shall be awarded in each event for each round. These points shall be given to the top ten places as follows:

1st:10 points, 2nd: 9 points, 3rd: 8 points, 4th: 7 points, 5th: 6 points, 6th: 5 points, 7th: 4 points, 8th: 3 points, 9th: 2 points, and 10th: 1 point.

3. The team with the most points is the winner. Top hand cannot receive points from a team event in which he did not participate as a team member.

4. 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.

5. The team with the most points is the winner.

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. Interference with another team's competition in an event will result in the disqualification of the interfering team and possible expulsion from WRCA in accordance with the WRCA suspension policy.
4. No alcoholic beverages permitted in arena. No Exceptions!
5. No loud, obnoxious profanity or unsportsmanlike conduct.
6. The violation of any conduct rule could result in Team disqualification.

SUSPENSION & GRIEVANCE POLICY

Suspension:

Contestants may be suspended for violations of WRCA rules of conduct or failure to comply with policies of the WRCA. This includes, but is not limited to, infractions such as abusive or threatening language to judges or inappropriate behavior. Suspensions will be for a minimum of 60 days and in extreme cases may be longer or permanent. Suspensions can be applied to individuals or complete teams. A suspension will mean the affected individual or team cannot compete at a Sanctioned Rodeo for the time period of the suspension. Infractions must be reported to the WRCA office by the Sanctioned Rodeo Committee within 10 days of the incident. The WRCA Rules and Sanctioning

Committee will investigate and review the allegation and determine if action is justified. This will be done on a case-by-case basis and all decisions are final.

Grievance:

Should a contestant have a cause for complaint that may or may not be well – founded the contestant must issue a letter in writing to the WRCA. The contents of the letter must state the issue in its entirety with the individual's signature and sent to the WRCA office. The letter will be presented to the WRCA Board of Directors for discussion. Once the WRCA Board of Directors has reviewed the grievance the issuer of the letter will receive notification of what action may or may not be taken. All decisions are final.

HUMANE TREATMENT OF LIVESTOCK

GENERAL:

These rules are intended to ensure the humane treatment of all livestock and shall be in effect for Big Bend Ranch Rodeo. If a Rodeo Official finds that an animal has been treated inhumanely by a team member, the team could be disqualified.

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.

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.