



Neal "Earl" Hermanson Ranch Rodeo Rules

Richland County Fairgrounds, Sidney, MT

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 or split reins may be used and shall be provided by the ranch rodeo team.
3. Night latches are allowed. Ropes 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 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 best ride possible throughout the 8 second ride. A re-ride may be awarded at judge's discretion.

WILD COW MILKING:

1. A three (3) or five (5)-person team including a roper, milker, and muggers. Only roper will be horseback.
2. Cow will be turned into the arena. Once judges and timers are ready, roper will be let in arena. Once roper crosses the start line, flagman will drop his flag, starting the time.
3. Two minute time limit. No 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 and cow must remain standing while being milked; failure to do so will result in a no-time, and the rope must be off the cow before time is flagged.
6. The muggers hold the cow with help from the roper, while the milker milks cow into provided bottle. Any one 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)-person team - header, heeler & vet. All contestants 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 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. Only one rider can be in the herd at a time, however holders may help drive the identified animal across the line once the animal is clear of the herd. 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, or more than 1 rider 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 head or heels.
3. Ropers may dally or tie hard-and-fast. There is a 4-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 its eyes and raise his hands, stopping time.
7. Mark must be between its eyes or will result in no-time.
8. Four (4) legal head loops: Around the horns, half head, around the neck, or neck and one front leg. Figure eight catches are illegal.
9. Two (2) minute time limit.

TEAM BRANDING:

1. A five (5) man team, including a roper, two flankers, a gate watcher and a brander. Smaller teams are responsible for finding their own gate watcher.
2. Two teams will run at one time. (This will require 2 "fires" for the irons and two (2) flag judges.)
3. The judges will start the ropers together. Time begins when they cross the line. Without loping, at anytime 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.
4. Calves may be roped by the heels, one (1) leg is allowed.
5. The ropers may not rope outside the line. Roping outside line will result in 30-second penalty.
6. The flankers 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 its side and the rope removed, the branding iron will be removed from the bucket, and the iron is to be returned to the bucket after branding each calf. Time stops when branding iron is in the bucket after the second calf. Rope must be removed from calf before iron leaves bucket, if not a 30 second penalty will be applied. Announcer will instruct location of brand. 30 second penalty if placed in the wrong spot.
7. After a calf has been branded, he must return to the herd before he can be roped again (30 second penalty if calf is roped before returning to herd.) If 2 calves are roped and dragged to the fire, one of them must be released and allowed to return to the herd. There will be a 30 second penalty for every calf not returned to the pen or that escapes through a team's gate. Keep the calves in the pen.
8. The winner is the fastest time on two calves. A 30 second penalty will be assessed for the horse moving out (NO Loping, trotting is OK). No time for one branded calf.

TEAM Trailing:

1. Three (3) to five (5) person team. Contestants may be on or off their horse but always in control of their horse. (*reins in hand*) Disqualification for loss of control, NO reins in the dirt.
2. A herd of numbered calves will be held behind a line at the end of the arena.
3. As riders approach the line, the announcer will call a number that 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 three (3) minutes to cut three (3) head of calves bearing the designated numbers and load them into the trailer at the opposite end of the arena. No more than five cattle may cross the line while cutting is taking place. More than five cattle will result in a no-time. No more than three (3) calves may be loaded. If time is called with any wrong numbers loaded or more than 3 calves loaded, team will be disqualified. There will be a 30 second penalty for loping in the herd.
5. Time is stopped when door closes on trailer. The team with the fastest time and most correctly numbered calves loaded wins. A team may call for time on two (2) calves. No points are awarded for one (1) calf.
6. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.

ALL JUDGES DECISIONS ARE FINAL!

All issues must be discussed with judge before the event is over.

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:
 - a. 1st: 10 pts. - 2nd: 9 pts. - 3rd: 8 pts. - 4th: 7 pts. - 5th: 6 pts. - 6th: 5 pts - 7th: 4 pts - 8th: 3 pts - 9th: 2 pts - 10th: 1 pt
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 trailing. (5th) Most points in bronc riding.
5. In the event of a multi-performance rodeo points will be awarded to the first (10) ten places in the average of each event. Event average winners will be figured on times or on points in the Ranch Bronc Riding. Points in the average will be awarded on the same basis as points in the go-rounds. (*i.e., 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.*)

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 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 NILE 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 NILE Ranch Rodeo and any sanctioned event affiliated with the NILE 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.

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

1. A working ranch is defined as any ranch that has at least a 200 head cow/calf operation or the equivalent. The NILE reserves the right to request as much financial information as needed to qualify a ranch team. Two ranches may combine to form a team as long as the two ranches combining have a total of 200 head cow/calf operation or the equivalent.
2. Each member of the team must work for the ranch. That will be defined as ownership, family, full or part-time employees, or trade-out employees. A team will consist of no less than three (3) team members and no more than five (5) team members.