

Bridgeport Ranch Rodeo Rules

Points:

Points will be awarded to the top ten teams in each event. First place will receive ten points, second place will receive 9 points, and so on, through tenth place, which will receive 1 point. The team with the highest total points at the end of the rodeo will be the Top Team.

To be eligible for Team Championship, ranch teams must enter and participate in all events. A team that does not participate in an event will receive a negative 10-point (-10) penalty for each missed event.

Contestant Code of Conduct:

All contestants entering the arena must wear long pants, a western shirt, boots, and a cowboy hat.

Equipment failure is the responsibility of the contestant and will result in a no-time.

There is a zero-tolerance policy for abuse of personal animals or event animals. Prohibited actions include, but are not limited to, kicking, excessive whipping, tripping, gouging of eyes, or any unnecessary roughness. NO EXCEPTIONS.

Alcoholic beverages are not permitted in the arena.

Loud, offensive profanity and unsportsmanlike conduct are prohibited.

Excessive complaining, arguing, or disrespect toward rodeo officials, judges, volunteers, contestants, or spectators may result in disqualification.

At the judges' discretion, any violation of the Contestant Code of Conduct may result in immediate team disqualification.

Complaints or concerns must first be brought to the Arena Director. Judges have final authority in all disputes.

Contestants must compete on the same horse throughout the rodeo unless otherwise approved by rodeo officials.

Once a cutoff time has been established for an event, that event may be subject to a time limit if rodeo officials determine it is necessary due to time constraints.

Any injury to cattle may result in a no-time at the judges' discretion.

Ranch Saddle Bronc:

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Horses will be drawn prior to the event by the Stock Contractor, judges, and Arena Director.

Contestants must make an eight-second ride, riding “as ride can.”

A standard working saddle and regular bucking-horse halter must be used. PRCA rigging is not allowed.

Quirts, hackamores, hobbled stirrups, and night latches are not allowed.

A rope may be attached to the saddle, but must be tied on with a leather strap only.

Calf Branding:

Two Steer Branding: A four-person team will head and heel two steers. For the first steer, two team members will rope, and two team members will serve as the ground crew. Team members must switch positions for the second steer.

Four Steer Branding: A four-person team will head and heel four steers. For the first two steers, two team members will rope, and two team members will serve as the ground crew. Team members must switch positions for the third and fourth steer.

There will be a four-minute time limit with a two-minute warning.

Once all placing positions have been filled and a cutoff time has been established, the event may move to a progressive time limit.

Only team members, judges, and rodeo officials are allowed in the arena during the event.

The branding pen will have a designated ground crew area. Ground crew members may not leave this area until the heeler has dallied. A 30-second penalty will be assessed if this rule is broken.

Ropers must walk or trot to the herd on the first steer and each additional steer until the animal is roped.

A legal catch requires a legal head catch and at least one heel. Legal head catches include both horns, half head, or around the neck.

The ground crew may assist with removing an illegal head catch.

Once a legal catch is made, the ground crew may take the branding iron with them. Before applying the iron, the ground crew must secure the head rope on both front feet and the heel rope on both hind feet.

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Time will stop when the branding iron is placed in the bucket.

A 30-second penalty will be assessed for each infraction, including undue roughness, running to the herd before heading the animal, allowing the branding iron to touch the ground, or the ground crew leaving the designated area early.

At the judges' discretion, an improperly placed brand, undue roughness with event stock, or excessive dragging may result in an immediate disqualification.

Stock Horse Show:

This is a judged event with a three-minute time limit. A thirty-second warning will be given.

A new animal may be given at the judge's discretion.

The contestant will enter the arena and call for the animal. The contestant must first box the animal at the end of the arena, then take the animal down the fence with one turn in each direction.

The contestant will then pen the animal in the provided panel corral.

After penning the animal, the contestant will bring the animal out of the pen, rope it, and stop it. Only one loop is allowed. The horse will be judged on how it rates and holds the animal.

Legal head catches include around the neck or around the neck with one front leg.

Ties may be broken at the judge's discretion.

Horses entered in this class must be ridden with the same headgear/bridle throughout the event.

Horses entered in this event must also be used in all other events, except branding, to demonstrate overall ability.

Two hands may not be used on any shanked bit.

Horses under five years old may be shown in a ring snaffle, and two hands may be used.

A score of zero will be given for any of the following:

- Using two hands on the reins with a shanked bridle, except when using an approved snaffle.
- Placing fingers between the bridle reins.
- Turning the horse's tail to the cow.
- Unnecessary roughness.

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Team Roping:

Time will start when the flagger drops the flag.

Time will stop when the animal is headed, heeled, stretched, and both ropers are faced.

There will be a two-minute time limit. There is no loop limit.

A one-hind-leg catch will result in a five-second penalty.

Legal head catches include both horns, half head, or around the neck.

Mugging:

Open Division - The Open Division will consist of a two-person team on horseback. The two contestants competing in Mugging must be the two members who are not competing in the Stock Horse Show or Ranch Saddle Bronc.

The animal will be released in the same manner as Team Roping.

The animal must be headed before it is heeled or mugged.

No tying off is allowed.

Each contestant is allowed one loop, for a total of two loops.

Once the animal has been caught, both contestants must dismount and tie three legs together.

If both loops are used and the animal is only headed, the team may mug the animal down and continue for a time.

The animal must remain tied for six seconds.

No tripping is allowed.

Legal catches include both horns, half head, around the neck, one hind foot, or both hind feet. The animal must be headed before it can be heeled.

All ropes must be cleared from the animal before the time is complete.

An injury to cattle may result in a no-time at the judge's discretion.

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Women's Division – The Women's Division will consist of a four-person team on horseback.

Each contestant is allowed one loop, for a total of four loops.

For purposes of this event, "caught" means the animal has, at a minimum, a legal head catch.

If all four loops are used and the animal is not caught, the team will receive a no-time.

If the animal is caught with the first three loops, the remaining team members may either dismount and mug the animal or use the fourth loop.

All other Mugging rules apply to the Women's Division.

Ladies Steer Stopping:

Contestants will leave from the roping chute.

Time will start when the contestant crosses the barrel line.

Time will stop when the steer is legally caught, and the contestant and the steer face each other.

Legal head catches include both horns, half head, or around the neck.

Doctor and Pen:

This event will consist of all four team members.

A three-sided pen with no gate will be set up in the arena away from the fence. Three steers will be let out. One steer will be numbered and will be the steer to doctor. The two blank steers must be penned.

The flagger will start and stop the run.

There will be a three-minute time limit.

Each contestant is allowed one loop.

To stop time, the numbered steer must be headed and heeled, with the ropes set on the front and hind feet. The numbered steer must then be chalked down the head. The two blank steers must be inside the pen.

If the numbered doctoring steer enters the pen, a 30-second penalty will be assessed.

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Flattening the pen will result in no time.

Legal head catches include both horns, half head, or around the neck.