

Bridgeport Ranch Rodeo Rules:

Points:

- Points will be given to the top ten places in each event, first earning ten points to tenth place earning one point. The team with the most points will be the Top Team.
- To be eligible for the team championship, all participating ranch teams must enter and participate in all events; to not do so, is a negative 10 points per event.

Contestant Code of Conduct:

- Any contestant entering the arena shall be wearing long pants, a western shirt (long or short sleeve), boots, a cowboy hat, or no hat.
- Equipment failure is the responsibility of the contestant and will result in a no time.
- Zero -Tolerance for 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.
- No alcoholic beverages permitted in the arena.
- No loud, obnoxious profanity or unsportsmanlike conduct.
- Any whining will result in disqualification.
- At the judges' discretion, a violation of any conduct rule could result in an immediate team disqualification.
- To be considered legitimate, complaints must be taken first and foremost to the Arena Director. Judges have final say in any dispute.
- Contestants must compete with the same horse throughout the event.
- Any event is subject to a time limit once a cutoff is established in that event, when time constraints and rodeo officials deem it necessary.
- Any injury to cattle will result in a no-time at judge's discretion.

Ranch Saddle Bronc:

- The Stock Contractor, judges, and Arena Director will draw the horses prior to the event.
- "Ride as ride can" for eight seconds.
- A standard, working saddle and regular bucking-horse halter must be used. No PRCA rigging will be allowed.
- No quirts, hackamores, hobbling of stirrups, or night latches allowed.
- A rope may be on the saddle. Must be tied on by only leather strap.

Ranch Doctoring:

- Ranch doctoring is a four(4)-man roping event, including a header, healer, and two vets.
- There will be a two-minute time limit. Time will start and stop with the flagger.
- One loop per man.
- The arena consists of the main two-thirds and the herd third as marked by the only set of barrels.
- The announcer will say "Go" and then call a number.
- Anyone or everyone can go into the herd.
- A rider will cut one of the designated steers from the herd and move it between the 2 barrels.
- More than one animal past the barrels or animals moving between a barrel and the fence will result in a no time.

- Any animal or rider returning to the herd third of the arena past the barrels will result in a no time.
- Animal cannot be headed until whole animal passes through the barrels.
- Legal head catches are whole head, or head with one front leg.
- After the animal has been headed and heeled, the vets leave their horses; put the head rope on the front feet and the heel rope on both hind feet. The animal must be down and on its side prior to doctoring.
- The vets will then mark/doctor the animal's head with chalk and remove both ropes.
- Time stops when ropes are off animal.

Calf Branding:

- A four-person team will head and heel four steers: two to rope the first two calves, two on the ground. Team members will then exchange places for the last two animals.
- There will be an eight-minute time limit with a two-minute warning.
- Time limit will be progressive, once points are filled and a cut off time is established.
- Only team members, judges, and rodeo officials will be allowed in the arena.
- The branding pen will have a designated ground crew area. The ground crew cannot leave this area until the heeler has dallied. A 30 second penalty will be issued if this rule is broken.
- Ropers must walk or trot to and in the herd on the first and every animal, until an animal is roped.
- Ropers need a legal head catch (head, head and one front leg) and at least one heel.
- Ground crew may assist in the removal of an illegal head catch.
- When a legal catch is made, the ground crew may take the iron with them, but will secure the head rope on both front feet and the heel rope on both hind feet before applying the iron.
- Time will stop when the iron is in the bucket.
- Undue roughness, running to the herd before heading the animal, letting the iron touch the ground or the ground crew leaving early will result in a 30 second penalty per infraction.
- At the judges' discretion, an improperly placed brand and/or undue roughness with event stock, including excessive dragging, will 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 judge's discretion.
- The contestant enters the arena and calls for the animal. The contestant then boxes the animal at the end of the arena before taking the animal down the fence with one turn in each direction.
- The contestant then pens the animal in provided panel corral.
- The contestant then brings the animal out of the pen, ropes it (one loop allowed), and stops it. The horse will be judged on how it rates and holds the animal.
- Legal head catches include 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 be used in all other events (branding exempt) to demonstrate ability.
- No two hands are allowed on any shanked bit.
- Horses may be shown with a ring snaffle if under five years old (two hands may be used).
- A zero score will be given if:
 - Two hands are used on the reins with shanked bridle (snaffle exempt).
 - Fingers between bridle reins.
 - Turning the horse's tail to the cow.
 - Unnecessary roughness.

Team Roping:

- The flagger will start time. Time will stop time when the animal is headed, heeled, and stretched.
- Must face. Three loops per 2-person team.
- Legal head catches: head or head and one front leg.

Mugging:

- **Open Division**
 - A two-man team on horseback. (These are the other 2 members excluding rider's showing the horse and riding the bronc.)
 - No tying off allowed. One loop per contestant. (2 Loop Limit)
 - The animal will be released in the same manner as the team roping.
 - Must be headed before it is heeled or mugged.
 - Once the animal has been caught, the men dismount, and tie three (3) legs together.
 - If both loops are exhausted and animal is only headed team may mug him down, and continue to get a time.
 - The animal must stay tied down for six seconds.
 - No tripping
 - A ten-second penalty will apply if the roper's horse leaves.
 - Legal catches (head or head and one front leg, one hind foot or both hind feet).
 - Must clear animal of all ropes.
 - Any injury to cattle will result in a no-time at judge's discretion.
- **Women's Division**
 - 4-woman team (Women's Division only) on horseback.
 - If 4 loops result in the animal not being caught then the score will be a "no time". If after three (3) loops the animal is caught then the other team members may choose to either dismount and mug the animal, or they may choose to utilize a 4th loop.
 - All other rules with mugging apply to women's division.

Ladies Steer Stopping:

- Legal head catch is head or head with front leg. Time starts at barrel and stops when contestant and steer are faced. Participants leave from roping chute.