

HERITAGE RANCH RODEO – EVENT RULES

Edmonton, Alberta - November 8-10, 2017

Team Sorting:

1. Four (4) person event.
2. Two (2) minute time limit.
3. Thirty (30) second warning will be given.
4. Time will start when the first rider crosses the line.
5. Announcer will call a number and the steer must then be penned.
6. Herd must be worked in a relaxed and controlled manner.
7. Team will be disqualified if more than four (4) steers are across the line.
8. Teams are allowed one odd number across the foul line but the steer must be cleared back to herd before time is called.

Team Branding:

1. Four (4) person event.
2. Four (4) minute time limit.
3. Brand three (3) calves.
4. Only one (1) branding iron allowed.
5. 30 (thirty) second penalty added to time if only one foot is roped.
6. Calf must be across chalk line before wrestlers can touch the calf. (There is no disqualification if the contestant touches the rope when behind the line)
7. Disqualification if Heeler drags single high hock across line.
8. Branding iron cannot leave the pot before the rope is off calf.
9. Any lost rope is a disqualification.
10. Only one calf across the line at a time per team.
11. Once a team has branded the first calf, all other calves must be branded in the same location and on the same side.
12. Time will stop when the branding iron is returned to the pot.
13. No rough handling and break out of a trot shake down high hocks in a smooth manner
14. Disqualification at the judges' discretion.

Team Doctoring:

1. Four (4) person event.
2. Two (2) minute time limit - time starts at a line chosen by the judges.

3. Once the animal has been headed and heeled, the third team member removes the head loop and ropes the front legs and ensures that the back legs are both roped.
4. When heading, front leg loop is accepted; belly loop and both legs not accepted. Third team member marks the steer as treated with a color marker.
5. Fourth team member may hold the herd or assist (hold a horse, etc.).
6. Time is called when the doctor (third team member) returns to the saddle, is mounted, and the steer still has 2 front legs and 2 hind legs still in the loop.
7. Four (4) loop limit.
8. No major herd disruptions or scattering of the herd allowed. Dally short no long, sloppy handles.
9. Any rope lost is a disqualification.

Wild Cow Milking:

1. A four (4) person team including a Header, Tailer, Milker, and Mugger.
2. Three (3) minute time limit.
3. Cow must be caught by head loop; one front foot allowed. Belly loops not accepted. NO heel loops.
4. All riders must be behind the starting line; all other team members go to spot designated by the judges.
5. When the horn sounds, only the Header can cross the line.
6. Once the Header has caught the cow, the Tailer, Milker, and Mugger can leave the designated area and come into play.
7. The roper must be holding the cow when the cow is being milked. (Roper must remain on horse and be dallied up)
8. Milker must then run the bottle of milk by foot over to the judges and hand to the designated judge
9. Milker must fill bottle with enough milk that it runs out for the judge to pour himself
10. The team with the fastest time wins the event for that performance.

Wild Horse Race:

1. Three (3) person event.
2. One team member must hold loose horse until the whistle blows.
3. Both cinches must be done up including tongues and latigo must be in carrier
4. After roper returns horse to rider, **roper must clear the arena or be disqualified.**
5. Rider cannot leave the arena until judge has inspected tack and given approval.
6. Disqualification if tack is not properly secured.
7. The team with the fastest time wins the event for that performance.

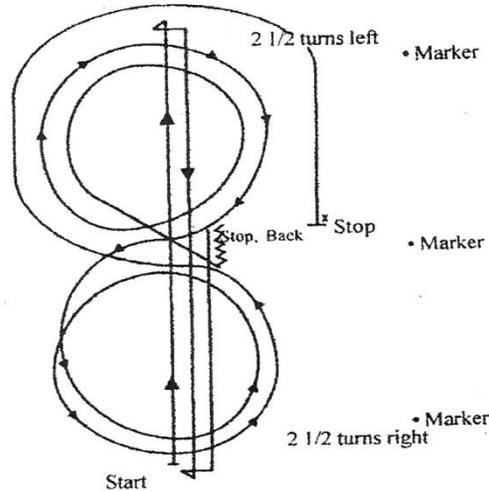
Bronc Riding:

1. "Ride as you can" for 8 seconds.
2. A standard working saddle must be used.
3. No Professional Rodeo Cowboys Association (PRCA) or Canadian Professional Rodeo Association (CPRA) rigging allowed.
4. Horse has to be saddled as he would for everyday use.
5. A regular bucking horse halter with one rein must be used and shall be provided by the ranch team.
6. No hobbling of one or both stirrups.
7. Points will be awarded for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider. 50% of the score goes to the rider and 50% to the horse.
8. A re-ride may be awarded at the judges' discretion.
9. The team with the highest score wins the event for that performance.

Working Ranch Competition:

1. Horse used in Working Ranch Competition must also be used at least once during other Heritage Ranch Rodeo events and have no previous earnings at any other equine events with the exception of Ranch Horse Competitions and Ranch Rodeos.
2. National Reined Cow Horse Association (NRCHA) rules used unless otherwise specified:
 - a) Start at end of arena.
 - b) Run up center of arena past the end marker and come to a sliding stop. Complete 2 ½ spins to the left.
 - c) Run to other end of arena past the end marker and stop. Complete 2 ½ spins to the right.
 - d) Run past the center marker and stop.
 - e) Back at least 10 feet in a straight line.
 - f) Complete ¼ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
 - g) Complete one small, slow circle and one large, fast circle. Change leads to the right.
 - h) Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop.
 - i) Hesitate to complete pattern.
3. Working Ranch Horse Competitors will be required to work cattle as well (box and fence runs), and circle in the middle of the arena off the fence. Track up and rope stock.

a) Pattern as follows:



POINTS:

1. All participating Ranches must enter all compulsory events in order to be eligible for the HRR 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:

1 st : 10 Pts	2 nd : 9 Pts	3 rd : 8 Pts	4 th : 7 Pts	5 th : 6 Pts
6 th : 5 Pts	7 th : 4 Pts	8 th : 3 Pts	9 th : 2 Pts	10 th : 1 Pt

3. The team with the most points after 3 performances is the winner.
4. An event will be randomly selected and sealed in an envelope prior to the start of the Heritage Ranch Rodeo by the Judges. In the event of a tie in the overall team standings, the envelope will be opened to determine the resolution of the tie. The team with the best score in that individual event will then be named the winning team of the Heritage Ranch Rodeo.

HRR RANCHES RULES OF CONDUCT:

1. Anyone (ranch member 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.
2. All team members must show and wear their respective ranch brands on their backs, on their vest or pinned to their shirt.
3. Abuse (kicking, whipping, tripping, gouging of eyes, biting or any action which is deemed unnecessary by Northlands and Rodeo Officials) of either personal animals or event animals is strictly prohibited, and is terms for disqualification.
4. No alcoholic beverages permitted in the arena. **No Exceptions!**
5. No loud, obnoxious profanity or unsportsmanlike conduct.
6. The violation of any conduct rule could result in team disqualification.
7. Teams have one hour immediately following the end of the final rodeo event to contest any scores.
8. In the case of a complaint or contest, judges are to be approached by Team Captains only.
9. Failure to comply with the rules and regulations by any member of the team could result in full Ranch disqualification.

HUMANE TREATMENT OF LIVESTOCK:

GENERAL: These rules are intended to ensure the humane treatment of all livestock and shall be in effect for Heritage Ranch Rodeo. No animal shall be treated inhumanely by any member. **No Exceptions!**

A veterinarian will be ring side during all performances to ensure health and safety of all animals involved in the Heritage Ranch Rodeo. Northlands also has 24 hour on call access to a veterinarian. Should an animal become sick while on Northlands premises, the Sr. Event Coordinator needs to be notified. Any veterinarians brought on site by ranch members to care for animals need to contact show staff regarding diagnosis and treatment.

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 any time. 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 ranch member.

REMOVAL OF INJURED ANIMAL: A conveyance must be available (tractor or sled) and shall be used, where practical, to remove any injured animal from the arena. Conveyance must be large enough to remove horse or cow. Any injured livestock

must be humanely removed from the arena before continuing the performance and will be attended to by the onsite veterinarian.

*Note: Northlands Advisory Committee and Rodeo Officials reserve the right to change these rules upon agreement of Heritage Ranch Rodeo committee along with sufficient reasoning.