

2010 / Rules Version 08

Resistol All Around

Ranch Rodeo Challenge



AARRC rules will continue to be adjusted based on feedback. The SECTION numbering is intended to help with cross-referencing.

1.0 General AARRC Rules

1.1 Contestants should observe discipline, good sportsmanship, and proper behavior. No loud or persistent profanity, no inhumane treatment of animals (gouging, kicking, whipping), etc. Any participant found to be conducting him/herself in an unsportsmanlike or inappropriate manner will be appropriately penalized at the discretion of the judges. Plus, it is important to remember the likelihood of your actions being captured on video from multiple angles. Penalties may include:

1.1.1 A 10 point penalty on the team's total score,

1.1.2 The disqualification of the offending team member, with no substitution allowed for his/her team, or

1.1.3 The disqualification of the entire team.

1.2 Contestants may only rope in one event. If, for example, you plan on roping for Branding, you can not rope in Muggin' or Wild Cow Milking.

1.3 Roping in the Muggin' and Wild Cow Milking must have the head pass through the loop. Roping in the Branding event is 'catch as catch can'.

1.4 No person or persons closely associated with any contestant may judge, evaluate, time, or in any way hold a position of influence over the outcome of any event. Any potential violations of this rule must be identified before the end of any potentially compromised event. Concerns or possible violations of this must be reported to the rodeo director or producer as soon as possible.

1.5 Judges will ONLY communicate with designated Team Captains, and not with any other team members. Team Captains may only consult Judges on their own team's performance, and may not attempt to confer with judges regarding the performance or outcome of a rival team. Failure to adhere to this rule will be penalized at the discretion of the judges.

1.6 If an animal escapes the arena, time stops and a rerun will be awarded (at the judges' discretion) on a lap-and-tap. (This means that if the animal left the arena at 1:15 seconds into the run, the rerun will start with the timer already at 1:15.)

1.6.1 If an animal escapes the arena in the Muggin', the lap-and-tap restart will begin from the chute. The cow will not be reinserted to the herd to be re-cut.

1.7 Each contestant may only compete for one team. No contestant can compete with multiple teams.

1.8 There are specific eligibility rules for teams and alternates.

1.8.1 In the event of an injury that requires off-site medical attention, teams will be allowed to replace the injured team member with a pre-selected alternate. The injured team member may be allowed to substitute back into the competition upon their return.

1.8.2 Alternates must be identified on the entry form and must have signed all waivers and releases before joining the competition.

1.8.3 A cowboy may serve as a listed alternate for more than one team. However, if he/she substitutes in for an injured contestant on one team, he/she may not compete for any other team that listed him/her as a possible alternate. In other words: Once you compete as an alternate for a team, you are no longer eligible to compete as an alternate for any other team at any time during this 2010 AARRC.

1.8.4 Teams may name up to three alternates. Eligibility to compete depends on adherence to rule 1.8.2.

1.8.5 Teams are not required to field all five members to compete. If a team is unable to field enough members to cover the essential positions of a specific event, the team will receive a no-time for that event.

1.8.6 Alternates may be used temporarily to cover a position as long as it is determined that their involvement and performance has minimal impact on the performance of the overall team in that specific event. An alternate can then rotate back out in subsequent events. The decision to enact this rule can be made at the discretion of the judges and rodeo coordinator who must both be in agreement. Once 1.8.6 is enacted, it must be publicly announced at the event.

Special Note: This rule is specifically written to allow the rodeo to accommodate extenuating circumstances where livelihood/job-related situations impact the scheduling and the situation prompting the enactment of 1.8.6 and is clearly not an elective option for those utilizing the alternate.

1.9 Competition will most likely be conducted in the following order of events. *This order may be changed if deemed necessary by the judges.*

1.9.1 Preliminary Days – Thursday & Friday

Mid-day Competition at 2:00pm

Sorting

Branding

Evening Performance at 7:00pm

Bronc Riding Group A

Mugging

Bronc Riding Group B

Wild Cow Milking

1.9.2 Short Go – Saturday at 2:00pm

Bronc Riding

Sorting

Branding

Mugging

Wild Cow Milking

2.0 Bronc Riding

2.1 Standard 8-second ride. Two judges will award points based on difficulty of the horse and for the rider's aggressiveness, control, and exposure.

2.2 The horse must be saddled as for everyday use with a standard working saddle and a regular, one-rein bucking horse halter. The halter must be provided by the team. No PRCA rigging. No mark out. No hobbling of either or both stirrups. For further clarification, hobbling of stirrups includes tying the stirrups together underneath the horse's belly, and binding of stirrups or stirrup leathers; tying the stirrups or stirrup leathers to the cinch, billets, etc.

2.3 Rider may fan horse with hat only. Re-rides may be awarded only by unanimous discretion of the judges.

2.4 Bronc Riding may be divided into two groups, at the discretion of the stock contractor and judges, if the total number of teams competing is large enough. The first group will compete immediately after the grand entry and the rodeo starts. The second group will compete in the middle of the rodeo prior to the Muggin' event. If the number of teams does not require being split into two groups, Bronc Riding will be held in the middle of the rodeo prior to the Muggin' event.

3.0 Branding

3.1 Two teams will compete simultaneously in each round of Branding, roping from the same herd.

3.2 Each team has two (alternating) ropers, a brander, and two flankers. Teams will not be responsible for holding the herd while they are competing. Ropers may not come down from their horse and assist with flanking or branding. Only one team member may work as the brander.

3.3 Each team will have up to two minutes to brand two calves. Time starts when the starting flag is dropped. Ropers may not rope calves outside the line; roping beyond the line will result in a no time. Ropers must take turns dragging calves; any team that fails to have their two ropers alternate will receive a no time. The second roper may cross the line only after the rope has been removed from the first calf.

3.4 Once the calf has been dragged across the line, the brand may be applied to the ribs on either side. After the brand has been applied, the official time will be calculated at the instant the iron is returned to the bucket. A calf may not be re-rope unless it has returned to the herd.

3.5 Participant's horse may not break a trot when dragging a calf out to be branded. Ropers may not intentionally interfere with the ability of the other team's roper to compete. Ropers that ride aggressively in a way that results in scattering the herd can either be penalized 20 seconds or disqualified, per the discretion of the judge.

3.6 The purpose is to brand two calves in the fastest time. Teams will be ranked by the number of calves branded and total time. Any team that does not brand at least one calf

within the time limit will receive a no time and no points. Teams that successfully brand both calves within the time limit will be ranked in order of fastest times. Teams that brand only one calf will be ranked after them in order of fastest time for one calf.

4.0 Muggin’

4.1 Cowboys approach the start line where a herd of numbered yearlings are held. One team member is assigned the task of roping, the rest are responsible for mugging, tying, and holding the herd. This event has a 3-minute time limit.

4.2 After riders have reached the start line, the starting flag will be dropped and a pre-drawn number will be called. The assigned calf must be cut from the herd and driven across the start line. The calf must then be roped (must pass over the head/“look through the loop”, limit of two thrown loops), flanked to the ground, and three legs must be securely tied. Time stops when the team has finished tying the three legs and is no longer touching the calf. The tie must then stay tied for 6 seconds, or the team will receive a no-time.

4.3 Teams are ranked by best time. Time starts when the starting flag drops and the number is called. If the herd breaks and any cow other than the assigned numbered cow crosses the line, the team will receive a no time and no points.

4.4 Only the designated roper may cross the line and enter the herd. The designated roper must not enter the herd in a way that results in scattering the herd. If the herd is scattered, the team can either be penalized 20 seconds or disqualified, per the discretion of the judge.

4.5 Any animal that takes to the ground upon being roped must be given the opportunity to stand up before being tied for the run to qualify as a result.

4.6 Ropers may dismount their horse, but the rope must come down with them. Horses are allowed to cross back over the line and/or move anywhere in the arena once the mugging has begun.

4.7 Once the team has stepped back, raised their hands, and called for a time, no team member may touch the cow until the judge gives a signal for a no-time or a successful run. Any team that interferes with the cow during the 6 second timing may receive a no time at the discretion of the judges.

4.8 Teams may have a second potential roper. If the team member that enters the herd throws and misses a loop, a different team member may throw the second loop. The second potential roper may not have roped in any previous event. If either the first or second roper throws a loop, he/she may not rope again in a later event.

5.0 Sorting

5.1 Cowboys approach the start line where a herd of numbered yearlings are held. One team member will be assigned the task of sorting. As the team approaches the line, the event personnel holding the herd will leave the area. When the team is in place and the starting flag is dropped, a pre-drawn number will be called.

5.2 The designated cutter must cut three head (the called number and the two numbers following) from the herd and have them cross the line in numerical order. In the process of cutting the three head, if the herd is scattered, the team can either be penalized 20 seconds or disqualified, per the discretion of the judge. Team members must stay out of the herd but may cross the line to assist; they cannot be involved in the actual cutting. This event has a 3-minute time limit.

5.3 Teams are ranked by the number of yearlings sorted and best time. Teams that do not sort at least two yearlings will receive a no time and no points. Teams that successfully sort three yearlings within the time limit will be ranked in order of fastest time; any teams that sort only two will be ranked after them in order of fastest time for their two yearlings.

5.4 Time starts when the flag drops and stops when the last of the three yearlings crosses the line completely (tail across the line) in a clean cut. Allowing any yearling to cross the line out of order or allowing any sorted yearling back across the start line will result in a no time and no points.

5.5 Yearlings must cross the line in a clean cut - one at a time, with air space between the first yearling's tail and the head of the next yearling, and may not be rushed over shoulder-to-shoulder or overlapping. Failure to sort yearlings in a clean cut will result in no time and no points.

5.6 A yearling that steps on or over the line will only be considered to have crossed if the yearling's tail goes past the line. This applies to both the yearlings assigned for sorting and the remaining yearlings that could cause a no time.

6.0 Wild Cow Milking

****NOTE*** Wild Cow Milking rules and contest structure are intended to minimize the impact on the cattle and keep the competition fair and consistent for all teams.*

6.1 One team member will be designated as the roper and will be on horseback. The other four team members are either on foot, on horseback (carrying no ropes) and/or some combination of horseback and on foot. The roper stays behind a start line until the flagman signals that the cow has cleared the starting gate. The designated roper must rope the cow with only two thrown loops allowed, the rest of the team must grab, hold, and milk the cow. The bottle is provided by the event. Horses are free to move around the arena.

6.2 Once the cow has been milked, one of the team members on foot must run the bottle and the rope over to the judge in a designated area. This event has a 2-minute time limit.

6.3 Any cow that takes to the ground upon being roped must be given the opportunity to stand up before being milked for the run to qualify as a result.

6.4 Teams are ranked by best time. Time starts when the flagman gives the starting signal and stops when the runner enters the judge's designated circle with both bottle and rope in hand.

6.5 The cow may not be initially milked by any team member other than the roper. In other words, the roper must be off his horse with the rope "in the dirt" before any attempt to milk has begun. Once milking has started by the roper, any team member may finish the job.

Milking while the rope has not been completely released or milking started by any team member other than the roper will result in a no time. If a cow gets loose, the roper can remount and the rope can be handed back to the roper to regain control, but no attempt to milk is allowed while this is taking place.

6.6 The judge, not the contestant, will pour out the milk. If the milk will not pour out, the team will receive a no time and no points. Only a single drop is necessary to qualify for a score, and judges will provide adequate time for the milk to pour.

7.0 Scoring

7.1 The maximum number of teams to be allowed in this competition is forty. Depending on the final number of registered teams, a team will be assigned to one preliminary round on either Thursday 4/29/10 or Friday 4/30/10. Planning will be to accommodate twenty teams competing Thursday and twenty different teams competing Friday.

7.2 Teams will be divided among preliminary nights in the fairest way possible to allow for the most equal odds of making the short round from across different nights. Preliminary teams and Short Round spots across nights will be distributed so that there is no significant advantage to being on any particular night. It is anticipated that there will be five teams per night taken to the Short Go on Saturday.

7.3 Every effort will be made to accommodate all preferences for the day to compete in the preliminaries. Teams who pay by stated deadlines will be given preference in the order in which they signed up. In other words, those teams that signed up first will get their preferred day, but all teams are not guaranteed to compete on the day they picked during registration. Those teams who signed up later in the process or who do not complete the final payments by stated registration deadlines may not get to compete on their preferred day. Some teams may be required to change days to help adjust the number of teams across the different preliminary competition days to make the advancement percentages as fair as possible.

7.4 There is no guarantee that each night will have the exact same percentage chance to advance to the Saturday night Short Go. The decision regarding the night a team competes is completely the choice of the team, based on available slots when registering for AARRC 2010.

7.5 For each of the five events, teams will be ranked by their time or score and awarded points based on the order of finish. The number of points awarded to first place will be equal to the number of teams in the round.

7.6 For example, if there are twenty teams in the preliminary round, each event will award 20 points for first place. Second place will receive 19 points; third will get 18, and so on down through one point for twentieth place. Any team that fails to post a time or score in an event will receive no points.

7.7 At the end of each preliminary night, scores from the five events are tallied up and the teams with the top total scores from that night will advance to the Saturday Short Round. Please note that because each preliminary round is a separate event, one or more teams competing, for example, on Thursday may advance to the Short Round with a lower score than teams from Friday that do not qualify. Each preliminary night stands alone, and each night's top teams will move on. If there are less than twenty teams competing in a preliminary

night, then there will be less teams advancing. The scores from different preliminary nights do not compete against each other for spots in the Saturday Short Round.

7.8 A Wild Card Lottery will add one team per preliminary night to the list of teams competing in the Short Round. Teams that meet the Wild Card requirements by making registration payment amounts by published deadlines are eligible to be included in the Wild Card drawing that will be held once the top qualifying teams are determined by scoring.

7.9 NO SCORES from the preliminary rounds will carry over to the Short Round; everyone starts fresh.

7.10 Scoring in the Saturday Short Round will work the same way as in the Preliminaries. The number of points awarded for first place in each individual event will be equal to the number of teams in the Short Round. Points will be distributed through last place, which will receive one point for a qualifying result. Again, any team that fails to post a time or score will receive no points in that event.

7.11 At the end of the Saturday Short Round, points from all events will be totaled and the winners will be announced. First place will win \$50,000, with the final prize totals and payouts depending on the number of teams registered. Prize payouts will be announced as soon as possible (before the competition) and will be similar to previous All Around Ranch Rodeo Challenge payouts.

7.12 Teams that tie within a single event will receive an even split of the combined points. For example, if two teams finish with the same time in a tie for 7th place, and 7th place is worth 14 points and 8th worth 13 points... both tied teams would get 13.5 points, and the next team in line would get 12 points for 9th place.

7.13 Any ties in the final standings at the end of a night will be broken based on overall team performance in single events from that same night. The first tiebreaker will be the number of events in which teams received a qualifying time or result. For example, if two teams finish tied, and one team posted a time/result in four events while the other only posted a time/result in three, the team that completed four events wins the tie. If both teams completed the same number of events, then the second tiebreaker will be how the two teams finished in individual events, in the following order:

- 1) Wild Cow Milking
- 2) Sorting (if necessary)
- 3) Muggin' (if necessary)
- 4) Branding (if necessary)
- 5) Bronc Riding (if necessary)

Whichever team finished higher in Wild Cow Milking would win the tie. If both teams finished with the same result in Wild Cow Milking, then the tiebreaker would advance through the events in the order listed until the tie is broken.

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