



2007 All Around Ranch Rodeo Challenge (AARRC) Official Rules

Revision 3.2 | Date: August 9, 2007

These rules may be modified again before the actual event October 3-6, 2007. Each change to these rules have been clearly documented publicly on the www.AllAroundRanchRodeo.com website. Each set of changes to the rules has strengthened and clarified key points, and we are confident that no future changes will have a significant impact on the spirit of competition we're attempting to run.

The SECTION numbering is intended to help 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 or herself in an unsportsmanlike or inappropriate manner will be appropriately penalized at the discretion of the judges. 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 their 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 All roping events are '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.

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 in regards to the performance or outcome of a rival team. Failure to adhere to this rule will be penalized at the discretion of the judges.

2.0 Bronc Riding

2.1 Standard 8 second ride. 2 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 hobbling of either or both stirrups. No PRCA rigging. No mark out.

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

3.0 Branding

*****NOTE***** Branding rules and contest structure have been revised again so as to minimize the impact on the cattle and keep the competition fair and consistent for all teams.

3.1 Two teams will compete simultaneously in each round of Branding.

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.

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 disqualification. Ropers must take turns pulling calves; any team that fails to have their two ropers alternate will be disqualified. 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. The official time will be calculated after the brand has been applied, at the moment the iron is returned to the bucket. A calf may not be re-rope unless it has returned to the herd.

3.5 Participants may not break a trot. Any participant breaking a trot will result in disqualification.

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 teams that do not brand at least one calf within the time limit will receive no time and no points. Teams that successfully brand both calves within the time limit will be ranked in order of fastest time, any teams that brand only one calf will be ranked after them in order of fastest time to their 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 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 (*by either end, limit of 3 thrown loops*), flanked to the ground, and three legs must be securely tied. Time stops when the team has finished tying the three legs. 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 be disqualified.

4.4 Participants may not break a trot while entering the herd. Any participant breaking a trot will result in disqualification.

4.5 Any animal that takes to the ground upon being roped must be "daylighted" (*stood 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.

5.0 Sorting

5.1 Cowboys approach the start line where a herd of numbered calves are held. One team member will be assigned the task of sorting, and only that one team member may cross the line. 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 Without loping into the herd and without having anyone other than the assigned team member cross the line, the team must cut three head (*their called number and the two numbers following*) from the herd and have them cross the line in numerical order. This event has a 3-minute time limit.

5.3 Teams are ranked by number of cows sorted and best time. Any teams that do not sort at least two cows will receive no time and no points. Teams that successfully sort three calves 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 to their two calves.

5.4 Time starts when the flag drops and stops when the last of the three calves and the sorter cross the line in a clean cut. Loping into the herd, having any team member other than the assigned sorter cross the line, allowing any cow to cross the line out of order, or allowing any sorted cow back across the start line will result in disqualification.

5.5 Cows must cross the line in a clean cut (*one at a time, with air space between the first calf's tail and the head of the next calf*), and may not be rushed over shoulder-to-shoulder or overlapping. Failure to sort cows in a clean cut will result in disqualification.

6.0 Wild Cow Milking

6.1 One team member, the roper, is on horseback, the rest are on foot. The roper stays behind a start line until the flagman signals that the cow has cleared the starting gate. The team must rope the cow (*limit of 3 loops*), grab and hold, and milk the cow into a bottle provided by the event.

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. This event has a 3-minute time limit.

6.3 Any cow that takes to the ground upon being roped must be "daylighted" (*stood 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 bottle and rope have been handed to the judge.

6.5 The cow may not be milked while the rope is attached to the saddle horn. Milking while the rope is on the saddle horn will result in disqualification.

6.6 The judge, not the contestants, will pour out the milk. If the milk will not pour out, the team will be disqualified.

7.0 Scoring

7.1 Depending on the final number of registered teams, we'll assign everyone to one preliminary round on Wednesday 10/3/07, Thursday 10/4/07, or Friday 10/5/07. Each preliminary round will have somewhere between 13 and 20 teams competing against each other for one of 3 or 4 slots in our Saturday Short Round.

7.2 If there are fifteen teams or less in all of the preliminary rounds, 3 slots will be awarded per night. If there are 16 or more teams in any of the preliminary rounds, 4 slots will be awarded per night.

7.3 THE SOONER YOU REGISTER, THE MORE LIKELY YOU ARE TO COMPETE ON THE NIGHT OF YOUR CHOICE. Each team that registers to compete in the AARRC will be asked to list their preferences on which preliminary night to compete in. Once the final number of teams is determined, teams will be assigned to each night based on their preferences, in the order that they registered with the AARRC.

7.4 For example, suppose that 60 teams registered to compete and all of them had Wednesday as their first choice, Thursday as their second, and Friday as their third. The first 20 teams to register would compete on Wednesday, the second 20 teams to register would compete on Thursday, and the last 20 teams to register would compete on Friday. If you know you want to compete on a certain night (*because*

of travel, number of teams, or any other reason), REGISTER NOW to give yourself the best possible chance of competing on that night.

7.5 All preliminary rounds will have as close to the same number of teams as possible. For example, if there are 50 teams competing on three nights, Thursday and Friday will feature 17 teams and Wednesday will have 16.

7.6 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.

7.7 For example, if there are 17 teams in the preliminary round, each event will award 17 points for first place. Second place will receive 16 points, third will get 15, and so on down through one point for 17th place. Any team that is disqualified or fails to post a time in an event will receive no points.

7.8 At the end of each night, scores from the five events are tallied up and the teams with the top total scores from each 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 3 or 4 teams will move on. The scores from different nights do not compete against each other for spots in the Saturday Short Round.

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 is disqualified or fails to post a time 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, and everyone involved in the Short Round will be guaranteed at least their money back, with the final prize totals depending on the number of teams registered.

7.12 Teams that tie within a single event will both receive the maximum points available. For example, if two teams finish with the same time in a tie for 10th place, and 10th place is worth 5 points... both tied teams would get 5 points, and the next team in line would get 3 points for 12th 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 the same night. The first tiebreaker will be 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 4 events while the other only posted a time/result in 3, the team that completed 4 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.

The latest version of these rules is available for online review, printing or downloading at:

www.AllAroundRanchRodeo.com