2017 Wyoming State Fair Ranch Rodeo

Guidelines

Guidelines for Ranch Rodeos to become eligible to have winning teams compete at the Wyoming State

Fair Ranch Rodeo Finals performance held during the Wyoming State Fair in Douglas, Wyoming.

1. Ranch Rodeo must have been held within the boundaries of the State of Wyoming following the

2016 Wyoming State Fair Ranch Rodeo finals and no less than five (5) days prior to the date of the

2017 Wyoming State Fair Ranch Rodeo Finals performance.

1. Ranch Rodeo must offer three (3) of the following five (5) events and the events offered from this

 list must be held under the guidelines put forward by the Wyoming State Fair.

**3.** Teams consist of four (4) people, with the option of a fifth person as the bronc rider. If a team

 opts for a fifth team member, the bronc rider must ONLY be the bronc rider. That person cannot

 compete in the other events.

**4.** Teams may opt to NOT have a bronc rider but they will forfeit points for that event.

**5.** Only four (4) people per team allowed in the arena at one time.

1. **RANCH BRONC RIDING:**

Highest Points Win

1. “Ride as ride can” for 8 seconds. A standard working saddle must be used. No PRCA

rigging allowed. No hobbling of one or both stirrups. Horse has to be saddled, as he

would be for everyday use.

1. A regular bucking horse halter with one rein must be used and shall be provided by the

ranch team.

1. Night latches WILL BE allowed. (Changed in 2013)
2. Points will be awarded for the difficulty of the horse and also for the degree of

aggressiveness, control, and exposure demonstrated by the rider. Flamboyance and

creativeness are encouraged.

1. If the rider believes that he has been fouled he must yell “foul” in the first three (3) seconds of the ride and then continue to make best ride possible throughout the 8-second ride. A re-ride may be awarded at judge’s discretion.
2. **WILD COW MILKING:**

Team must rope a cow, mug cow, milk cow, run bottle to judge. Whichever team can do it the

fastest wins.

1. All people on horseback may have a rope.

1. Time starts when roper crosses start line.
2. One minute, thirty second (1:30) time limit. No loop limit.
3. Catch as catch can, but cow’s head must pass through the loop.
4. Rope must be off the saddle horn before the milking commences.
5. Cow must remain standing while being milked; failure to do so will result in a no-time.
6. Rope must be off the cow before time stops.
7. The Muggers hold the cow while the Milker milks cow into a standard 12 oz. longneck

bottle. The Roper is allowed to come off their horse to help in mugging or holding the cow

during the milking.

1. The Milker may pass the bottle to another team member to run to the judge. Runner

must hand the bottle to the judge. The rope has to be back with the bottle and to the Judge before time is called.

1. THE JUDGE WILL POUR THE MILK OUT. If the milk will not pour, or if contestant pours, the team will receive a no-time. The team with the fastest time wins.
2. **TEAM DOCTORING:**
3. All contestants may rope. All team members shall be horseback.
4. Time begins when the first rider crosses the line.
5. Loping in herd will result in a 30-second penalty.
6. Only one ride can be in the herd at a time; however, holders may help drive the identified

animal across the line once the animal is clear of the herd, once the animal is 30 feet from the herd holders may help. Holders must not cross the line until then if you cross line before cattle are sorted it will result in a 30-second penalty per rider.

1. Steer must be standing when it is headed and/or heeled. Must be legal head catch, headed first.
2. Steer must be lying on its side prior to doctoring. All four feet must be visible.
3. When steer is on its side, place a mark between its eyes and raise your hand, stopping time.
4. Two (2) minute time limit.
5. **TEAM BRANDING:**
6. Roper must switch for each calf. Second roper may not start until the first calf is branded and the rope is off, the calf is standing up.
7. Team must rope two (2) unbranded calves, drag calf to the fire, and brand. Must be two

Different ropes, only one roper at a time. Whichever team can brand the fastest wins.

1. Time begins when roper crosses the line. No loping, at any time, they will have a two (2) minute time limit. No loop limit.
2. Calves may be roped by the head or heel.
3. The flankers may not touch the calf until the whole calf has been dragged across the line. To do so will result in 30-second penalty.
4. After the calf is flat on its side and the rope removed, the branding iron may then be removed from the bucket.
5. The calf must be branded in the rib area of a designated side (right or left side), as determined in the contestants meeting prior to the rodeo. It will be the same side for all teams. (Changed in 2013)
6. The iron is returned to the bucket after branding each calf.
7. Time stops when the branding iron is in the bucket, rope is off second calf and calf is standing up.
8. **TEAM TRAILERING:**

Team must sort out three (3) yearlings of the same number from the herd. Load them in trailer. Shut trailer door, Fastest time wins.

1. As riders approach the line, the announcer will call a number that has been drawn for them. The team must cross the line immediately after number has been called. If the team stops, as if looking for their cattle, the flagman will drop the flag, starting time before they cross the line.
2. All of the riders are eligible to cross the line, and anyone may cut the cattle; however, the team may not have more than one man in the herd at one time. More than one man in the herd will result in a 30-second penalty.
3. Time begins when first rider crosses the line.
4. The team has three (3) minutes to cut three (3) head of yearlings bearing the designated numbers and load them into the trailer at the opposite end of the arena.
5. No more than five cattle may cross the line while cutting is taking place. More than five cattle will result in a no-time.
6. No more than three (3) yearlings may be loaded. If time is called with any wrong numbers loaded or more than 3 calves loaded, team will be disqualified. There will be a 30-second penalty for loping in the herd.
7. Time is stopped when door closes on trailer. The team with the fastest time and most correctly numbered calves loaded wins. A team my call for time on two (2) yearling. No points are awarded for one (1) yearling.
8. Any team may be disqualified for unnecessary roughness.

F. All five of the above events will be held at the Wyoming State Fair Ranch Rodeo Finals performance during the Wyoming State Fair unless dire circumstances prevent the production

 of one of more events.

 a. No substitute events will be held.

G. In order for the winning team to be eligible to compete in the Wyoming State Fair Ranch

 Rodeo Finals performance, all team members must be legal residents of the State of Wyoming.

 a. Residency to be verified by valid Wyoming Driver’s license or a picture id of similar

 issue.

 b. If any member of the winning team renders the team ineligible, the second place

 team will be allowed to compete at the Wyoming State Fair Ranch Rodeo Finals

 performance under the same eligibility requirements.

H. Substitute team members will automatically render the winning team ineligible.

 a. The maximum number of contestants per team is 5. (See #3, #4, and #5 on page 1)

I. Verification of events, production according to the Wyoming State Fair Ranch Rodeo

 Guidelines and Ranch Rodeo results must be forwarded to the Wyoming State Fair Ranch

 Rodeo, Attn: Bonnie Ramirez and Larry Bentley, P. O. Drawer 10, Douglas, WY 82633, along

 with completed entry forms in order to attain eligibility for the Wyoming State Fair Ranch

 Rodeo Finals performance.

 a. Verification of the eligibility of all members of the top two placing teams must

 also be submitted.

 b. Information for the second place team is held in case the winning team is declared

 ineligible for any reason.

 c. Should be first or second place teams be ineligible or unable to compete in the

 Ranch Rodeo Finals, the next highest placing team may be selected, providing the

 team meets all of the eligibility requirements and is verified by the Wyoming State

 Fair Ranch Rodeo Coordinator Larry Bentley.

J. The top two placing teams in the Wyoming State Fair Ranch Rodeo Finals performance will

 qualify to compete in the NILE Ranch Rodeo in Billings, Montana, in October. In the event that

 one or both of the qualifying teams are unable to compete, the next highest placing team in

 the Wyoming State Fair Ranch Rodeo Finals performance will be eligible for the NILE Ranch

 Rodeo.

K. In the event that more than twelve (12) teams are eligible and make proper entry, the Wild

 Cow Milking, Team Doctoring, and Team Branding events will be conducted with two teams

 competing at the same time.

 a. This procedure is in place in order to keep the length of the Finals performance

 manageable under the existing schedule.