



North Dakota State Fair
2012 Ranch Rodeo Championships
Wednesday, July 25 or Thursday, July 26, 2012

Team Name _____

Team Captain _____

Address _____

City _____ State _____ Zip _____

Home Phone _____ Cell Phone _____

Which day would you like to compete? _____ Wednesday _____ Thursday or _____ Either

Team Members

Teams must consist of at least four members. Only four members can compete per event.

1. (Captain) _____

2. _____

3. _____

4. _____

5. _____

Entries will be accepted June 1 - June 15, 2012. Entry fee of \$160 must accompany application. If more than 20 teams enter we will hold a random drawing on June 20 out of all entries to fill the competition places.

Payment may be in the form of a credit card or check made out to NDSF

Credit Card Type: _____ Credit Card Number: _____

Exp. Date: _____ 3 Digit Security Code (located on back of card): _____

Team meeting will be held prior to the start of the rodeo at 6:15 p.m. All teams are *required* to attend. Teams are encouraged to wear similar long sleeved shirts for team identification. All team members must pay entrance onto the Fairgrounds.

Each team will receive ONE trailer pass. This is NOT negotiable.

Phone: 701-857-7620

Fax: 701-857-7622

E-mail: ndsf@minot.com

Mail to:

NDSF Ranch Rodeo

PO Box 1796

Minot, ND 58702

North Dakota State Fair

2012 Ranch Rodeo Championships

GENERAL RULES

1. Contestants must wear long sleeve shirts, cowboy hats, and boots.
2. No smoking or alcohol in arena.
3. No unsportsmanlike conduct.
4. No roughing or abusing stock. Judges' decisions are final.
5. Cattle must be behind line before the whistle blows.
6. Cattle must cross line before the animal can be roped. Once cattle cross the line they can be roped anywhere in the arena (even if it returns to the starting area).
7. Contestants must not interfere with another team or they will be disqualified. This is under the discretion of the judges on ropes hitting each other.
8. Contestants cannot carry spare rope on their saddle.
9. If an event is stopped because of an accident or injury, there will be a 30 second penalty and teams will restart lap and tap.
10. If the contestant is unable to compete due to injury, the team must use existing members only, or compete with three members.
11. When there are two teams competing head to head, teams do not have to sort behind the line, but they cannot rope the steer until it crosses the line. **Teams must not interfere with the other team's designated steer.** If a team member is purposefully interfering with another team's designated steer their team will be disqualified for unsportsmanlike conduct.
12. Any illegal head catch rope must be thrown away.
13. Entry fees must be paid before first event or the team will not be allowed to compete.

ENTRIES

- Entries will be accepted June 1 - June 15, 2012. Entry fee of \$160 must accompany application. If more than 20 teams enter we will hold a random drawing on June 18 out of all entries to fill the competition places.

SCORING AND PRIZES

- All participating teams must enter all five events in order to be eligible for prizes
- Events include: Trailer Relay Race, Trailer Loading, Team Mugging, Range Doctoring, Wild Cow Milking & Sack Race
- Points will be awarded as follows, if there are 12 teams.

○ 1 st - 12	○ 5 th - 8	○ 9 th - 4
○ 2 nd - 11	○ 6 th - 7	○ 10 th - 3
○ 3 rd - 10	○ 7 th - 6	○ 11 th - 2
○ 4 th - 9	○ 8 th - 5	○ 12 th - 1
- The team accumulating the most points will be the champions.
- The total winnings payout will be \$2,500: 1st - \$1,100 2nd - \$800 3rd - \$600 4th - \$160

ADMISSION

- Gate Admission Adults \$8 Juniors (7-12) \$4
 - **All contestants must pay admission onto the Fairgrounds.**
- Ranch Rodeo Admission Adults \$10 Juniors (7-12) \$5

NDSF Ranch Rodeo Championships Events and Rules

TRAILER RELAY RACE – 4 person team

1. Two trailers, each with 4 saddled and bridled horses loaded in the trailer with the tail gates latched, are in the arena. All team members are in their respective pickup cabs with ALL doors closed completely.
2. The time will start when the arena director blows the whistle. All contestants race out of the truck and unload their horses from the trailer.
3. The first rider makes a lap around the arena with the baton. The rider must ride outside the barrel on the other end of the arena. They must enter their designated area between the trailer and their barrel. When the rider reaches the designated area behind the trailer (the area may be marked by barrels or cones) there will be only one barrel at each end. He or she hands the baton to the next rider, and so on...
4. Contestants can load their horses as they finish their laps. Time will stop when all contestants have completed a lap, loaded their horses, and returned to the pickup. All riders must be in the pickup with ALL of the doors shut.
5. No contestants will be standing, mounting, or dismounting outside of their own barrel. If a contestant rides inside the opposite team's barrel, the team will be disqualified.
6. Note: If the baton is dropped inside the exchange area any team member may hand the baton to the rider. If it is dropped outside of this area, the rider must retrieve the baton himself. The baton **MUST** be passed in the exchange area.

TRAILER LOADING – 4 person team

1. All cattle in the arena will be numbered prior to the rodeo. All cattle will be held at one end of the arena with the trailer parked at the opposite end.
2. When a number is announced and the whistle is blown, the team will chase steer across line before roping. Once the steer has crossed the line it can be roped anyplace in the arena (even if it returns to starting area). Then steer can be roped and loaded in the designated trailer. The door of the trailer cannot be opened till the steer is roped with a legal head catch.
3. Must have a legal head catch. Illegal head catches must be thrown away immediately. If not thrown away immediately, the team will be disqualified.
4. Time will stop when the tail gate is latched with only the designated steer in the trailer. No team members or horses can be in the trailer for the time to be called (rope may be left on the steer).
5. Note: Cattle can be pulled or pushed into the trailer **BUT no excessive abuse to the cattle will be tolerated**. Teams will be disqualified if this rule is not followed.

TEAM MUGGING – 4 person team

1. Any number of members may be mounted for the event. Cattle are held behind a chalk line. All stock in the arena will be numbered and a designated number will be announced. Time will start when the whistle is blown.
2. When a number is announced and the whistle is blown the team will chase the steer across the line before roping. Once the steer has crossed the line it can be roped or bulldogged anyplace in the arena (even if it returns to the starting area) and then the steer can be

mugged. If the steer is roped, it must be a legal head catch. Illegal catches must be thrown away immediately; if not thrown away immediately team will be disqualified.

3. Any contestant can rope the designated steer but only 1 rope may be on the steer. The other contestants will wrestle the steer down and tie 3 legs together. Must be a three bone crossed tie.
 - Note: No more than 3 legs can be tied. Roper can't trip, bust, or drag the steer.
4. Time will stop when the head rope is removed and the tie is completed. Steer must remain tied for 6 seconds or the team will be disqualified.
5. If there is an illegal catch and rope has been thrown away, and the steer has been roped with a legal catch, only the legal catch rope must be removed before the flag can be dropped (the illegal rope has been declared dead).

RANGE DOCTORING – 4 person team

1. Any number of team members may be mounted. All cattle will be numbered and held behind a chalk line.
2. A designated number will be called and the whistle will be blown. The team will chase the steer across the line before roping. Once the steer has crossed the line it can be roped anyplace in the arena (even if it returns to the starting area).
3. The steer will then be headed, heeled, and laid on either side. A contestant will make a mark between the eyes using a colored marker while the steer is lying on its side.
4. Steer does not have to be lying on its side to take ropes off but steer must be clear of ropes before flag drops.
 - Example- if the steer is double hocked and contestants let the steer up after mark is applied and head rope is off the steer must step out of heel loop before flag is dropped.
5. The time will be stopped when all ropes are removed.
6. **Note:** If the mark is applied before the steer is laid on its side, the team will be disqualified.
7. In range branding time stops when brand is applied. Ropes do not have to be removed from the animal for the flag to drop. The iron cannot be removed from the pot until the steer has been headed, and the steer must remain laying flat on its side until it is branded.

WILD COW MILKING – 4 person team

1. There will be numbered cows in the arena behind a chalk line.
2. When a number is announced and the whistle is blown the team will chase the cow across the line before roping. Once the cow has crossed the line it can be roped anyplace in the arena (even if it returns to the starting area).
3. Catch as catch can. The team may use as many ropes as needed.
4. The other members will stop the cow and milk it into the bottle. The bottle will then be taken to the designated area (box) by a team member.
5. The flag will drop when the member enters the designated area.
6. **Note:** There must be enough milk in the bottle to be poured out by the judge (one drop is not enough). No roughing of livestock will be tolerated.

A meeting will be held prior to the start of each Ranch Rodeo at 6:15 p.m. All teams are required to attend.