

QUEENSLAND BRONCO BRANDING RULES

(It is suggested that the rules either be read out or be posted up for all competitors to read prior to the start of the day)

1. Limit of four (4) persons per team – (one catcher, two leg rope persons and one brander).
2. Committee will decide at the start of the event as to how many times a person can compete, but they cannot perform the same role twice.
3. Approved Bronco gear, when it is a single sided ramp, only near side pull on rigging allowed or with a double-sided ramp either side pull on rigging is allowed. Greenhide ropes only, no nylon ropes or roping saddles.
4. Ringers outfit essential, no shorts or thongs.
5. All stock must be caught with a clean head catch. Horn catch is acceptable.
6. Each beast can be leg roped and touched once clear of the mob, but cannot be thrown until the leg ropes are secure on the panel. The beast must be on the ground before being earmarked or branded.
7. All foul catches to be released and the catcher re-throw. The beast must be clear of the mob before being released.
8. Horses must not go out of a trot. The horse must enter the mob at a walk. Penalty up to 30 seconds.
9. Incorrect earmarks or brand adds penalty of 20 seconds. If insufficient paint the judge may recall the brander.
10. Broken gear – the clock keeps running. Only team members can assist.
11. The ground crew must not enter the mob, without the judges approval
12. Each beast must come to the ramp on its feet. In the case of a beast falling down at the ramp and in the interest of animal welfare (standing the beast up and re-throwing) leg ropes may be attached whilst the beast is lying down. A nominal 10 second penalty will apply per leg rope applied. Penalties will be imposed for dragging or rough handlings. Minimum of 10 seconds and up to 60 seconds may apply at the Judges discretion.
13. Leg ropes must be below the knee and hock. Front leg rope must be wrapped **on or** below the second bottom rail and used in order to throw the beast. Back leg rope must be wrapped around the post below the second rail. Penalties of 30 seconds will apply for scruffing the beast without the use of leg ropes. Non-use or incorrect use of leg ropes will incur a penalty of 10 seconds.
14. All ropes and hats and equipment must be clear of the ramp, when the beast is released and branding irons returned to the fire before the clock stops.

15. Three calves to be completed to record a time. The first calf must be caught in 2 mins 30 seconds and the third calf caught in 6 mins. The committee and judge may elect to alter the time to 3 mins and 8 mins event, if nominations are low and time permits.
16. There is to be a draw for starting positions.
17. There is to be a first round and a final round, with times accumulated for a total time, (quickest time wins). Where time constraints are a factor or cattle numbers are low then the committee can decide to have only the one round however, this must be stated prior to the start of the event. The judge will decide how many teams will enter the final round, but there must be a minimum of 6 teams i.e. Top 6 scores etc
18. Officials must consist of (1) Judge (2) timekeepers and (1) official. Timekeepers must signal the start and the completion of each team. ***Suggestion Only – Timekeepers be neutral or at least (1) timekeeper.***
19. As some ramps are constructed differently. The judge prior to the start of the event will clarify the second bottom rail.
20. The judge will clarify the earmark and brand prior to the event starting.
21. “Out of control”, of your horse or rider thrown or dismounted in any form – team is disqualified.
22. In the case of injury to a member of the ground crew where they cannot continue the judge will give the catcher the option of stopping the clock (all action must cease) and replacing the member or forfeiting the run. The judge may order the stopping of the clock to see to the injured person.
23. In the case of a dead heat, teams are given the choice of a run-off by the catching of one (1) calf in the quickest time or tossing a coin. To toss a coin, both teams must wish to do so. If one of the team wants to toss and the other team wants a run off, the run-off must take precedence.
24. Judges decision is final.
25. In the event that the calf follows the horse around the ramp, the beast must be returned the same side as it went past the panel or the catcher must go around the ramp and bring the beast up again. The rope **MUST NOT** be thrown over the centre post. Penalty 1 minute
26. The catcher must throw the rope across the centre line of the horse. They may not place the rope onto the calf. Incorrect actions will be deemed a foul catch.
27. If competitors display excessive bad sportsmanship or abusive language within the arena they will be disqualified.

TEAM BRONCO BRANDING

Rules as per Singles Bronco Branding Competition with the additional conditions as follows;

1. Each team will consist of two (2) catchers, Two (2) leg rope persons and one (1) brander.
2. Five calves must be completed to record a time. The first calf must be caught in 2 mins and 30 secs and the fifth calf must be caught in 8 mins. The committee and judge may elect to have the first calf caught in 3 mins.

NOVICE BRONCO BRANDING

Rules as per Bronco Branding Competition with the additional conditions as follows;

1. Three calves must be caught in 8 minutes. First calf must be caught in 3 minutes.
2. To be eligible to enter a Novice event – the catcher **MUST NOT** have won a Singles event.
3. Competitors that have won Double events are still eligible to enter the Novice.
4. Under 16yrs competitors may win 3 novice events but if they win an open singles event they become an open competitor.
5. A competitor can win a novice 2 times before they must only compete in open events.

BEGINNER BRONCO BRANDING

1. To be eligible to compete in a beginner event the competitor must not have placed in a novice event.
2. The competitor must not be an experienced “bush” catcher.
3. Two calves must be caught in six minutes and the catcher can take up to six minutes to catch the first calf.