



## Rules – Singles Event

1. The judge's decision is final.
2. The officials at each event will be:
  - a. 1 judge approved by the South Australian Bronco Branding Association, who will be assisted by another approved judge where possible, or another person who is deemed appropriate by the event organising committee
  - b. 2 timekeepers
3. The judge or event organising committee may refuse right of entry to any competitor.
4. The team will take the name of the catcher. Limit of four people to a team:
  - a. 1 catcher – must remain the same in every circuit event to accrue points
  - b. 2 leg ropers
  - c. 1 brander
5. A competitor may compete a maximum of two or three times, at the discretion of the committee organising the event.
6. Starting positions for all rounds will be determined by a draw.
7. Time will be taken when the judge takes the signal.
8. The ground crew must not change position partway through an event.
9. The ground crew must not enter the mob. Incorrect actions will incur a penalty.
10. If the catcher loses control or is thrown from his horse, the team will be disqualified.
11. The catcher must remain on his horse at all times. They must not dismount until time has been called. Team will be disqualified
12. The horse must not exceed a trot. Incorrect actions will incur a penalty.
13. Approved Bronco Gear must be used by the team at judges discretion:
  - a. Greenhide, cotton or nylon ropes are acceptable.
  - b. Roping saddles are not allowed.
14. In the case of broken gear:
  - a. The clock will keep running.
  - b. Only team members may assist.
15. All calves must be caught with a clean neck catch. Horn catch is acceptable.
16. 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.
17. Foul catches must be released clear of the mob or at the panel. The catcher may re-throw.
18. The calf must come to the panel on its feet. A dragged calf will incur a penalty. Deliberate dragging of a calf will result in immediate disqualification.
19. Any rough handling of stock will incur a penalty. Deliberate mistreatment of stock will result in immediate disqualification of the team.
20. The calf may be handled and leg-roped once clear of the mob.
21. The calf may not be thrown, earmarked or branded until it touches the panel.
22. The leg ropes must be below the knee or hock. Front leg rope must be wrapped on or the bottom or second rail or below the second rail of front post, back leg rope must be wrapped around the post below the second rail and remain in place until the calf is branded or marked. Incorrect actions will incur a penalty.
23. The judge will clarify the rail used before the competition begins.
24. All calves must be leg-roped.
25. All ropes and competitor equipment must be clear of and behind the panel for the clock to stop.
26. An incorrect earmark or brand will result in a penalty. The judge will clarify the earmark and brand before the competition begins.
27. Branding irons must be returned to their base before the clock is stopped.
28. The first calf must be caught within 5 minutes. Three calves must be caught in 8 minutes. Times may be altered by the committee organising the event and will be clarified by the judge before the beginning of each round.
29. If a beast is injured, the clock will stop. The judge will restart the clock once the injured beast is removed.
30. If a calf goes through the panel it has to be brought back to the correct side of the panel before continuing.
31. In the event of a draw both teams will catch 2 calves
32. 10 sec penalty for calf choking down on head rope
33. Team members shall remain the same in the 1st round and finals unless approved by the judges on the day

PENALTIES	Deliberate mistreatment of stock (hitting, punching, undue dragging)				DISQUALIFICATION
	Catcher loses control of horse				DISQUALIFICATION
	Ground crew enters mob				10 seconds
	Calf does not come to panel on its feet				10 seconds
	Beast being thrust and hits hard against panel				10 seconds
	Horse exceeds a trot				10 seconds
	Incorrectly placed leg ropes				10 seconds
	Incorrect brand or earmark				10 se
Penalty for choking down calf on head rope				10 se	



### Rules – Doubles Event

1. The judge's decision is final.
2. The officials at each event will be:
  - a. 1 judge approved by the South Australian Bronco Branding Association, who will be assisted by another approved judge where possible, or another person who is deemed appropriate by the event organising committee
  - b. 2 timekeepers
3. The judge or event organising committee may refuse right of entry to any competitor.
4. The team will take the name of the catcher. Limit of five people to a team:
  - a. 2 catchers – at least one must remain the same in every circuit event to accrue points
  - b. 2 leg ropers
  - c. 1 brander
5. A competitor may compete a maximum of two or three times, at the discretion of the committee organising the event.
6. Starting positions for all rounds will be determined by a draw.
7. Time will be taken when the judge takes the signal.
8. The ground crew must not change position partway through an event.
9. The ground crew must not enter the mob. Incorrect actions will incur a penalty.
10. If the catcher loses control or is thrown from his horse, the team will be disqualified.
11. The catchers must remain on their horses at all times. They must not dismount until time has been called. Team will be disqualified
12. Horses must not exceed a trot. Incorrect actions will incur a penalty.
13. Approved Bronco gear must be used by the team at the judges discretion:
  - a. Greenhide, cotton or nylon ropes are acceptable.
  - b. Roping saddles are not allowed.
14. In the case of broken gear:
  - a. The clock will keep running.
  - b. Only team members may assist.
15. All calves must be caught with a clean neck catch. Horn catch is acceptable.
16. The catchers 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.
17. Foul catches must be released clear of the mob or at the panel. The catcher may re-throw.
18. The calf must come to the panel on its feet. A dragged calf will incur a penalty. Deliberate dragging of a calf will result in immediate disqualification.
19. Any rough handling of stock will incur a penalty. Deliberate mistreatment of stock will result in immediate disqualification of the team.
20. The calf may be handled and leg-roped once clear of the mob.
21. The calf may not be thrown, earmarked or branded until it touches the panel.
22. The leg ropes must be below the knee or hock. Front leg rope must be wrapped on or the bottom or second rail or below the second rail of front post, back leg rope must be wrapped around the post below the second rail and remain in place until the calf is branded or marked. Incorrect actions will incur a penalty.
23. The judge will clarify the rail used before the competition begins.
24. All Calves must be leg-roped
25. All ropes and competitor equipment must be clear of and behind the panel for the clock to stop
26. an incorrect earmark or brand will result in a penalty. The judge will clarify the earmark and brand before the competition begins.
27. Branding irons must be returned to their base before the clock is stopped.

28. Five calves must be completed within 8 minutes. Time may be altered by the committee organising the event and will be clarified by the judge before the beginning of each round.
29. If a beast is injured, the clock will stop. The judge will restart the clock once the injured beast is removed.
30. If a calf goes through the panel, it has to be brought back to the correct side of the panel before continuing
31. In the event of a draw both teams will catch 3 calves
32. 10 sec penalty for calf choking down on head rope
33. Team members shall remain the same in the 1<sup>st</sup> round and finals unless approved by the judges on the day

PENALTIES	Deliberate mistreatment of stock (hitting, punching, undue dragging)	DISQUALIFICATION
	Catcher loses control of horse	DISQUALIFICATION
	Ground crew enters mob	10 seconds
	Calf does not come to panel on its feet	10 seconds
	Beast being thrust and hits hard against panel	10 seconds
	Horse exceeds a trot	10 seconds
	Incorrectly placed leg ropes	10 seconds
	Incorrect brand or earmark	10 seconds
	Penalty for choking down calf on head rope	10 seconds



## Points System

Place	Points
1 <sup>st</sup>	10
2 <sup>nd</sup>	7
3 <sup>rd</sup>	4
4 <sup>th</sup>	3
5 <sup>th</sup>	2
6 <sup>th</sup>	1

At the end of each event, the total points and times of each team will be recorded by the judges, and ratified by the President or Secretary of the event organising committee.

To be eligible for circuit points, the team must compete in the final, and make time at that final.

At the completion of the final event of the calendar year, the judges will determine which teams have accrued the most points for the season.

Those teams determined to have the most points shall be named Champions.

Should there be a draw, the recorded times from each of the events will be used to determine the faster of the teams, who will then be ranked above the other on the points system.

### Singles Event:

- The team will take the name of the catcher.
- To be eligible for points, the catcher must remain the same in all events.
- The winner of the singles event will be deemed the South Australian Bronco Branding Singles Champion.

### Doubles Event:

- The team will take a name of their own choice.
- To be eligible for points, the team name and at least one catcher must remain the same in all events.
- The winner of the doubles event will be deemed the South Australian Bronco Branding Doubles Champion.

### Novice Event:

The organising committee of any South Australian Bronco Branding Circuit event may elect to have a Novice category in running of the Singles Event. In such instance, the following criteria will be standard across the circuit:

- A Novice competitor is defined as any person who has never won a Bronco Branding event.
- Any person who enters as a Novice, and is later proved to be ineligible for Novice competition, will be banned from competing in South Australian Bronco Branding Circuit events. This person may appeal to the South Australian Bronco Branding Association, who may reverse or uphold the ban as they see fit.
- Rules of the Singles Event apply to any Novice competition, though time limits may be altered by the judge and clarified prior to beginning each round.
- If the novice and open competition is run together that is considered to be one of your 3 goes
- If the novice event is run as a sole novice event it is not one of your 3 goes