

**RODEO MASBATEÑO, INC.**

and the technical assistance of the

**Volunteer Rodeo Officials and  
Organizers of Masbate (VROOM)**

**MASBATE  
NATIONAL  
RODEO FINALS**

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## **PREFACE**

RODEO portrays a daring attitude, a thinking stance and a respect in one's limitations...**a Filipino way of life.** The **Masbate National Rodeo Finals** is the gathering of all the rodeo enthusiasts around the country, the "Mecca" of all the rodeos in the Philippines.

The events in the **Rodeo Masbateño** are the day to day activities in the ranch that were turned into a competition.

In the past few years, it was just a friendly competition among neighboring ranchers and cowhands in Masbate until it grew on a national scale bringing about the only fixed rodeo arena in the Philippines: the **Masbate Grand Rodeo Arena**. Today, the Rodeo in Masbate pursues the development of the cattle industry, animal welfare, tourism and advocacy on the agricultural education for the province of Masbate and the country as a whole.

Rodeos are meant to entertain. They are meant to showcase not just brains and muscles, but the correct and safe techniques in handling cattle.

## **TEAM PARTICIPATION, COMPOSITION AND OFFICIATING**

### Participation

Participation is on an **invitation basis**. Any interested team should write a letter of intent addressed to the VROOM for them to be considered in the short list of teams to be invited.

**A participation/registration fee of Php3,000.00 per team is required. Team participation/registration fee for schools is waived.**

### Team Composition, Roles and Attire

A team shall have a minimum of five (5) to a maximum of ten (10) participating members in the Men Division. There shall be a minimum of five (5) to a maximum of eight (8) participating members in the Women Division.

Aside from the required number of members, the team shall be composed of Muse, Captain and Coach/Manager. All team members, including the muse, captain and coach/manager, must not exceed 15 individuals.

Each team must have its distinctive uniform, color and banner. During the events, every team member is required to wear the following:

- Cowboy shoes, safety shoes or any leather shoes
- polo shirt with buttons
- cowboy hat

Any team member is allowed to compete in as many events as possible provided that they are explicitly indicated in the registration form per event, same as the alternate. **Alternate can only play if the designated player cannot play for that day due to injury or some other valid reasons.**

The Coach/Manager and/or Team Captain will be responsible for the proper conduct and behavior of the team members on and off the arena during the duration of the rodeo. They must ensure that the Rodeo rules and regulations are strictly complied with within the team.

The RODEO KING/QUEEN will be selected on the basis of total accumulated points garnered from all events wherein they are a participant.

## Officiating Team

The officiating team is the **Volunteer Rodeo Officials and Organizers of Masbate (VROOM)**, a technical partner of **Rodeo Masbateño, Inc.** It is composed of the following:

- Rodeo Director
- Judges
- Events Coordinator
- Timers
- Tabulators
- Processing
- Secretariat
- Barkers
- Stockyard Boss
- Cowhands

The highest final arbiter in terms of *protests, rules interpretations and/or amendments and appeals* is the APPEALS COMMITTEE of 3 members.

The Rodeo Masbateño, Inc. and/or the VROOM reserves the right to amend or change any and/or all rodeo rules and regulations as it deems imperative and necessary on or before the briefings. All teams must attend the scheduled final briefing at the designated place.

## General Guidelines

*All teams are required to join the RODEO GRAND PARADE.*

Only designated participants of a particular event must be inside the Grand Arena. Participants of the same event who are not yet called to enter the arena must remain in their designated areas outside the Grand Arena.

## **SCORING/POINTS SYSTEM**

- Group Cattle Events (Casting, Carambola, Bull Riding)
  - 1<sup>st</sup> place: 7 points
  - 2<sup>nd</sup> place: 5 points
  - 3<sup>rd</sup> place: 3 points
- Individual Cattle Events (One-man Wrestling, Steer Wrestling from Horseback, Steer Lassoing from Horseback)
  - 1<sup>st</sup> place: 5 points
  - 2<sup>nd</sup> place: 3 points

- 3<sup>rd</sup> place: 1 point
- Non-cattle events (Bull Whipping, Load Carrying)
  - 1<sup>st</sup> place: 3 points
  - 2<sup>nd</sup> place: 2 points
  - 3<sup>rd</sup> place: 1 point

## **OVERALL RULES AND REGULATIONS**

- All teams shall compete for the overall championship in the Professional and School categories. Second and third finishers shall also be declared. The **School Category** must have a Men and a Women division and must compete in all of its respective events to qualify for the championship.
- In case there is a tie in the overall standing, it shall be broken by a **carambola** event. Re-computation shall be done to determine the new rankings after the tie-breaking event.
- In any event, the objects to be used shall be assigned to the team by lottery. Drawing of lots shall be made before each event.
- Participants shall present themselves to the Processing then to the Officiating Team (Judges and Timers) at the first call of an event. Any player who fails to show up at the **third and final call** shall forfeit his participation to the specific event. *Forfeiture in a particular event does not mean disqualification in the overall championship.*
- A Judge and 3 Timers will be assigned for each competing contestant or team.
- The Judge, with the combination of a whistle and the drop of the right hand with a green and red flag, shall signify and declare the start of the event.
- In a one-person event, once the player is finished, he/she is required to raise to his/her hand. This shall signal the judge that the team is finished on the specified event.
- In a group event, once the players are finished, at least one member is required to raise to his/her hand. This shall signal the judge that the team is finished on the specified event.
- Any help given to the competing team or contestant from any person or group of persons outside the Grand Arena which in a way contribute to the performance of an event (i.e. giving the rope, etc.) will be subject for disqualification or penalty in time. Disqualification or penalty shall only be applicable for the particular event.

- The decision of the Board of Judges for the specific event is final, provided that no complaints has been filed upon the Appeals Committee. In case a complaint has been raised, it shall and must be filed with the Appeals Committee **not later than the end of the event after the event in question**. Official complaints forms will be used and shall be available with the Secretariat. It must be signed by the Team Manager/Coach and Captain and shall formally be received by the Appeals Committee.
- The Rodeo Masbateño Inc./VROOM by reason of force majeure, such as lack of animals, darkness, rain and/or inclement weather, can decide to discontinue the events. Team standing will be determined on the events already played.
- All Team Captains, Managers and Members are required to attend the briefing on the rules and regulations. Only the teams that have attended the briefing have the right and shall be allowed to file protests or complaints to the Appeals Committee.
- All team members shall execute a notarized waiver/quitclaim in case of any untoward incident that might occur during the contests. This will be submitted on or before the registration. Non-submission is tantamount to disqualification or non-participation in any of the events.
- A 10-meter lasso with **plastic** or **metal thimbles** are allowed. The 4-meter utility rope with an eye is also allowed. Insertion of the end of the four meter rope into the eye before the event is legal.
- For the School Category, all players must be bona fide students of the school they are representing. The teams for the School Category must present Certificate of Registration of the Second Semester of the present Academic Year, duly signed by the School/University Registrar. It shall also contain the official dry seal of the school/university. All participants must bring with them their registration forms of the present semester and their school IDs. Failure to follow the stated requirements shall result to non-participation of a player in any events.

## **GENERAL RULES ON THE RODEO EVENTS**

### **CATTLE EVENTS**

#### **Cattle lassoing wrestling on Foot**

*(Men and Women) – One-man play*

- The contestant, equipped with a lariat, must stand in a designated place of the corral.

- The lasso must be properly thrown to catch the animal. The animal must be roped around the neck.
- A limit of **three (3)** throws is given per player.
- If the animal is accidentally thrown or knocked down without having been wrestled by the player, the animal must be allowed to stand or should be on its feet before it can wrestled again.
- The animal must be properly wrestled to the ground. Three legs should be tied in a fast and effective way.
- The player is disqualified if:
  - the animal is able to stand within the 10-second count of the judge
  - the player fails to catch the animal after three throws
  - overshoots the time limit:
    - three (3) minutes for professional category
    - five (5) minutes for the student category
  - the following animal's body parts are included in the loop on the third throw:
    - one foreleg
    - two forelegs
    - body
    - half-head
    - horns
- If the stated animal's body parts are included in the loop on the first and second throw, the player is allowed to remove the rope provided that he/she touches only the rope and not on any parts of the animal's body.
- The sole criterion is speed (100%).

## **Steer Lassoing on Horseback**

*(Women)*

- The player, while on horseback, must be beside the roping chute.
- The lasso must be properly thrown to catch the animal.
- The animal must be roped around the neck (clear neck).
- **A limit of three (3)** throws is given per player.

- The lasso must be **tied to the nearest vertical post under the top most bar of the corral**. The contestant should raise her hand immediately after tying to signify that the event is over.
- The player is disqualified if:
  - she fails to catch the animal after three throws;
  - reaches the **5-minute** time limit;
  - the following animal's body parts are included in the loop on the third throw:
    - one foreleg
    - two forelegs
    - body
    - half-head
    - horns
  - the animal was able to get away within 10 seconds after raising her hand.
- If the stated animal's body parts are included in the loop on the first and second throw, the player is allowed to remove the lasso provided that it should not be dismounted and she should not touch the animal.
- The sole criterion is speed.

## **Steer Wrestling from Horseback**

*(Men)*

- The player, while on horseback, must be beside the roping chute.
- The rider/player must catch the steer by dismounting from the horse, whether by jumping or sliding.
- The player must only touch the base of the neck up the head of the steer during the dismount from the horse.
- The rider must touch first and have a good hold on the animal before his foot or feet touches the ground.
- The animal must be properly wrestled to the ground. Three legs should be tied in a fast and effective way.
- The player is disqualified if:
  - he fails to catch the animal
  - he falls off the horse before having a good hold of the steer

- his feet or foot touches the ground before having a firm hold on the animal
  - he catches the animal and got a hold of any of its parts **below the neck**
  - the animal was able to get away from the contestant
  - the animal is able to stand within the 10-second count of the judge
  - overshoots the time limit:
    - three (3) minutes for professional category
    - five (5) minutes for the student category
- The sole criterion is speed.

## **Casting Down**

*(Men and Women)*

- A team should have four (4) players.
- The team should catch the animal using their lariats.
- The animal shall be **thrown down using a single hitch**.
- There will be if the following are included in the lasso:
  - half of the head
  - a horn
  - two horns
- Any lasso that goes around or touches the eye or eyes of the animal shall be called a foul lasso and shall not be allowed to be used in casting the animal.
- **The animal can only be lassoed, hitched and cast down if and only if it is standing on its four legs.** There must be at least two lassos on the animal before a hitch can be done.
- **The animal should be cast down properly. Entanglement of lasso on any of the animal's leg constitutes a penalty.**
- The lead man is allowed to manually restrain the head of the animal if and only if **either the left or the right side of the animal's body is on the ground.**
- As soon as the animal is properly restrained, the head man must show the judge that he is loosening the lasso from the neck of the animal. Otherwise, a penalty shall be given.
- The animal must be properly tied by one or two legmen. All **legs must be tied using any methods provided that it shall only use a single 4-meter rope.**

- Only the front legman is allowed to raise his hand to signify that the event is over. All players must stay at least two meters away from the animal until a judge or the judges order its release.
- The event must be finished within **3 minutes for the professional** category and **5 minutes for the student** category. Otherwise, the team shall be disqualified.
- The sole criterion is speed.

## **Carambola**

*(Men and Women – 2-person and 4-person)*

- A team should have a two (2) or four (4) players.
- The animal must be caught without the use of any lariat or rope and must be properly restrained and wrestled to the ground.
- **The event must be finished within 3 minutes for the professional** category and **5 minutes for the student** category. Otherwise, the team shall be disqualified.
- In the case that two or more teams catch one animal, **the team of the player who first holds or touches the neck owns the animal.**
- **If a player hinders a team from wrestling the animal to the ground, or in any way prevents a team from its proper execution of the game, the team that the player belongs to shall be disqualified.**
- Only the front legman is allowed to raise his hand to signify that the event is over. All players must stay at least two meters away from the animal until a judge or the judges order its release.
- **The team is automatically disqualified if the animal is able to stand within the 10-second count of the judge.**
- **The event must be finished within 3 minutes for the professional** category and **5 minutes for the student** category. Otherwise, the team shall be disqualified.
- The sole criterion is speed.

## **Bull Riding**

- Bull riding is a team event.
- The **BULL ROPE** and the **FLANK STRAP** shall be tied by any member of the competing team.
  - The **bull rope** is wrapped around the chest of the animal directly behind the front legs. At the bottom of the rope, a metal bell is hanged which is designed to give the rope some weight so that it will fall off the bull as soon as the rider is bucked off or has dismounted from the animal.
  - The **flank strap** is a strap/rope that goes around the flank of the bull. Its purpose is to enhance the natural bucking motion of the bull and to encourage the animal to extend its hind legs while trying to get his rider off its back. Tightly pulling the flank strap will restrict the bull's motion, making the bull uncomfortable. A flank strap is designed for quick release and is removed immediately after the bull exits the arena. The idea behind the flank strap is that it is put on tight enough so that it stays on the bull, yet loose enough so that the bull thinks that he can kick it off, which makes the bull kicks.
- Rider is allowed to use spurs provided that the pointed portions of the spurs must rotate (or move).
- The bull rider shall take his ride while the bull is inside the bucking chute. Only one of his hands shall grasp the riding rope when the animal is turned loose. The event shall start as soon as the animal is let loose.
- Team members shall be designated to open the gate of the chute. This shall be done upon a signal from the bull rider is given. Time is not counted on passive resistance of the animal (i.e. animal just walks or does not move at all at the start of the event).
- In order for a rider to receive a score, he must stay aboard his bull for **eight (8) seconds**.
- A bull rider is **disqualified** if:
  - he touches the bull within the 8-second required time
  - he touches himself with his free hand within the 8-second required time
  - his riding hand comes off from the bull rope at any point during the 8-second required time.
- An automatic re-ride is granted if the abdomen, left flank or right flank of the animal touches the ground, even in split seconds.
- The criteria for judging are as follows:
  - Rider (50%)

- Ease of riding : +30 points
- Showmanship : +10 points
- Attire (cowboy hat, chaps etc) : +10 points
- Animal Performance (50%)
  - Slow : -25 points
  - Moderate : -20 points
  - Semi-wild : -15 points
  - Wild : -10 points
  - Very wild : *less 0 points*

## **CATTLE EVENTS**

### **Bull Riding**

*(Men and Women)*

- One member/player shall represent the team.
- Each player can use any number of whips, singly or both, or switch from one bullwhip to another as he/she sees favorable and seems fit.
- Each player shall be given a maximum of 2 minutes.
- The criteria for judging are as follows:
  - Style/Showmanship - 40%
  - Sound - 40%
  - Fluidity of movement - 20%

### **Load Carrying**

*(Men and Women)*

- A team should have four (4) players.
- Each team is assigned five (5) sacks of sand. A sack weighs 50kg and neatly stacked at the designated point at the start of the event. For women, a sack that weighs 25kg shall be used.

- On the first run, each team member shall carry a sack to a designated point in the arena. Afterward, he/she runs back to his/her teammates and gives his/her cowboy hat to the next member who will carry the next sack. This shall be done until all 5 sacks are carried to the designated point.
- The process shall be repeated by carrying the sacks back to its original place and piling them neatly.
- Judging will be based on the proper piling of the sacks. A penalty/deduction of five (5) seconds shall be given to a team if the sacks are piled improperly and at least one member rearranges the sacks after the team signified completion of the event.
- A demerit on improper piling applies for both designated place and original place. Proper piling means two sacks are on top of another two sacks, with the remaining sack on top of the four sacks.
- If the content of the sack is spilled due to the fault of the carrier, a 5-second penalty shall be imposed. The load will be changed upon reaching the destination if spillage occurs. The time limit of the event is 5 minutes.
- The sole criterion is speed.

## **Oath of Sportsmanship**

I, \_\_\_\_\_, of \_\_\_\_\_ rodeo team, do solemnly swear to abide by the rules and regulations set by the Rodeo Masbateño and VROOM. I vow to respect the organizers, judges and other rodeo officials, coaches and team managers, and fellow participants. I promise to play fair and foster camaraderie, friendship and understanding. So help me God.

## **VOLUNTEER RODEO OFFICIALS AND ORGANIZERS OF MASBATE (VROOM)**

I, \_\_\_\_\_, do hereby solemnly swear that I will faithfully serve under the VOLUNTEER RODEO OFFICIALS AND ORGANIZERS OF MASBATE (VROoM), that I will always uphold VROoM's ideals and pursuit of volunteerism and assist to the best of my ability, the agribusiness and livestock development goals of Rodeo Masbateño, Inc., the province of Masbate and the entire Philippines.

So help me God.