



## INVITATIONAL RANCH RODEO 2026 Rules

### General Rules:

1. Any mishandling of horses or cattle will result in a NO TIME.
2. Good animal husbandry practices will be expected and emphasized at all times.
3. Rodeo will consist of four events in this order: Team Sorting, Cut & Brand, Double Mugging, Wild Cow Milking.
4. No individual may compete on more than one team. Teams will be made up of four members.
5. Each team member will wear a back number visible to the judges. The team's designated horse will wear a saddle blanket number.
6. All contestants must wear cowboy hat, boots, jeans, and long-sleeved shirts at all times.
7. Leggings, chaps or chinks are required to be worn by each contestant competing in an event except the wild cow milking.
8. No tie downs will be allowed and only split reins may be used.
9. All contestants are required to ride in the grand entry and introductions to start the rodeo as well as for the awards presentation following the rodeo.
10. Each team captain is required to meet with the arena judges and production team 90 minutes prior to the performance at a designated location.
11. The captain will be the only team member allowed to address the arena judges at any time.
12. If the captain has an issue with the results of a time or a decision, the protest must be made at the time of the event. Once the team/contestant leaves the arena, the arena judges' decision and final time or score will be final.
13. Arena judges will have the final decision on any discrepancy.
14. Anything stated by the announcer to the spectators will not influence the final decision of the arena judges and therefore the arena judges' decisions will be final and take precedence over any announcements.
15. All discrepancies, accidents or mechanical malfunctions that occur while competing will be handled at the discretion of the arena judges.
16. Legal head catches are defined as: (a) Muley cattle must look through the loop; must be a bell collar catch. Behind one or both shoulders is an illegal catch. (b) Horned cattle

can either be roped around the horns, neck or half-head. Behind one or both shoulders, half hitch and figure 8 are illegal catches.

17. If cattle are caught with an illegal loop then the rope must be cleared from the horse before the next loop is thrown. This will be a spent loop.
18. No ropes can be tied; dally must be used in all events.
19. Scoring will be on a point system with the winning team in each event earning 8 points, the second place team earning 7 points, etc. No times will not earn any points for that event.
20. Ties will be broken as follows: 1) most event first places, 2) total number of teams beat and 3) placing in team sorting.
21. By entering, all teams commit to and understand the level of competition and entertainment this event brings to the National Western Stock Show and will respect and adhere to the professional standards and values of the National Western Stock Show. The National Western prides itself on being the world's premier center for America's western heritage. Knowing this event is an invitation only contest, teams will be held to the highest degree of competition and horsemanship.

#### Cut & Brand

1. The event will have a two-minute time limit.
2. Time begins when the first rider crosses the start line. The flagman will drop his flag to start the time. The announcer will call a number when time starts.
3. Only one rider will be allowed in the herd. The other riders may help drive the animal across the line, only when it has cleared the herd. Loping in the herd will result in a 30 second penalty. Any extra cattle across the line results in a NO TIME.
4. Line must be held until correct animal is across the line then the line will be considered dead unless animal re-enters the herd. If any animal crosses back, everything must be put back behind the line and the correct animal must be re-sorted.
5. Once across the line, the animal must be headed with a legal catch and heeled by two slick heels, one leg tail down or panty hose; any dragging will result in a NO TIME.
6. There is a three-loop limit per team. Loop count will be a combination of heading and heeling.
7. Once down, the head rope must be transferred to the front legs and held by roper on horseback. Iron can't leave the bucket until yearling is pulled tight with front and hind legs and judge releases you. Only one team member can handle the iron.
8. Brand must be placed on the animal correctly on the left side ribs and be visible when animal is released. If the brand is placed incorrectly or not visible when the animal is released, it will result in a NO TIME.
9. Time stops when branding iron is back in the bucket.
10. The team with the fastest time wins.

#### Team Sorting:

1. The event will have a two-minute time limit.
2. All team members must be horseback. A group of cattle will be held behind the starting line.

3. Time will begin with the railcar door closed and when the first rider crosses the start line. The flagman will drop his flag to start the time. The railcar door must be opened before any cattle cross the line. The announcer will call the number drawn when time starts. All riders may cross the starting line at any time, but only one rider may sort at a time. More than one rider sorting will result in a NO TIME.
4. Three of the same numbered cattle need to be sorted. Daylight after the last number across.
5. The team will have two minutes to sort their assigned three cattle out of the herd and cross the starting line, without loping in the herd. Sorted cattle must be held across the line. Any wrong cattle across the line will result in a NO TIME. Loping in the herd will result in a 30 second penalty.
6. Once all three cattle have been sorted across the line, the line becomes dead. Any sorted animal crossing back over the line will result in a NO TIME.
7. All three of the same numbered head must be penned in the railcar. The door must be closed and time will stop when all team members are afoot with a hand on the door. Fastest time on three head wins.

#### Double Mugging:

1. The event will have a two-minute time limit.
2. Two animals will be turned out at the same time. Cattle will be chute run.
3. Time starts when the second animal clears the gate. The flagman will drop his flag to start the time.
4. Team will be horseback at the opposite end of the arena from animals and must stay behind the line until time is started; failure to do so will result in a 30 second penalty.
5. Each team has a three-loop limit per animal.
6. Animals must be headed with a legal head catch then mugged by hand and any three legs tied. Any dragging will result in a NO TIME.
7. If the rider steps off his horse to help the mugger(s), then his/her rope MUST be cleared from the saddle and horse.
8. Time is called when both animals are tied down and all ropes are removed. Both animals must stay tied for six seconds after time is called.
9. Failure for either one or both animals to stay tied will result in a NO TIME.
10. The team with the fastest time wins.

#### Wild Cow Milking

1. The event will have a two-minute time limit.
2. Cattle will be chute run. Time starts when the animal clears the gate. The flagman will drop his flag to start the time.
3. Team members will be at the opposite end of the arena from animal, one horseback, and must stay behind the line until time is started; failure to do so will result in a 30 second penalty.
4. There is a three-loop limit and the roper must rope the animal from the shoulders forward with a legal head catch.

5. The team will be disqualified, at the judges' discretion, if the cow is jerked down or tripped.
6. Animal must be standing on all four legs when milked.
7. If the roper steps off his horse to help hold the animal or milk, then his/her rope **MUST** be cleared from the saddle and horse. They may not dismount until a team member has made contact with the cow.
8. The rope must be off the cow and brought with the bottle of milk to the finish.
9. For a legal run, milk must come out of the bottle within five seconds of bottle being held upside down.
10. The team with the fastest time wins.

*Tentative until the captain's meeting*