



SweetPro 2026 Ranch Rodeo

Rules/Events

Team Sorting

1. Four (4) man event
2. Three (3) minute time limit
3. The 4-member team must hold cattle from crossing line
4. The announcer will call a number as the first member of the team crosses the line. They must then sort 2 numbered cattle out and take them to the other end of arena and pen in the designated area.
5. Time is called when both cattle are penned, and chute gate latched.
6. No trash rule, only correct numbered cattle are allowed across the foul line
7. Both yearlings must be penned to count a time qualification.

*****All or Nothing! *****

Team Branding

1. Four (4) man event
2. A herd of calves are held behind the designated line at the end of the arena.
3. Brand TWO (2) calves
4. Three (3) minute time limit
5. Must be double hocked
6. Calf must be across chalk line before the wrestlers can touch the calf
7. Disqualification if heeler drags any "high hock" across the line
8. Iron (marker) cannot leave the "pot" until the rope is off the calf
9. Only one calf across the line at a time per team
10. Teams will mark the calf on the back from the point of the shoulder to the hip
11. Two (2) teams will run at one time. (there will be 2 branding pits and 2 branding irons (marking crayons) and two flag judges)
12. Horses must not be taken off a walk.

Team Doctoring

1. Four (4) man event
2. A herd of yearlings will be held behind a line at the end of the arena.
3. Three (3) minute total time limit.
The time starts; the animal # is called once the 1st rider crosses the line. The line is chosen by the judges.
4. The yearling can be roped in the herd, and then the herd can be released. Once the yearling has been headed and heeled, the other team members must remove the head loop and put it on the front feet. Both hind feet must be in the heel loop. When all riders are mounted time will be called.
5. No major herd disruptions or scattering of the herd is allowed. Loping into the herd will be a disqualification at the judges' discretion.
6. 30 second warning

Wild Cow Milking

1. A four (4) man team (roper, milker and 2 muggers)
2. Three (3) minute time limit
 - a. Cow must be standing to milk.
 - b. Rope must go over cow's head.
3. Milk must fill the bottle so that it runs out in front of the judge.

Wild Horse Race (Two teams at a time)

1. All team members must participate
2. Unsaddle horses at the far end of the arena and let them go
3. Once everyone is behind the start line and horses are at the other end of the arena the race will begin
4. The catcher must rope and deliver the horses to the saddlers, after delivery catchers can stay in the arena
5. Saddlers then bridle and saddle their horses
6. Once saddled, team members must head and heel a yearling.
7. Time is called when a yearling is headed and heeled
8. **Time limit is 3 minutes**