



FORT BEND COUNTY FAIR RANCH RODEO 2026 EVENTS & RULES



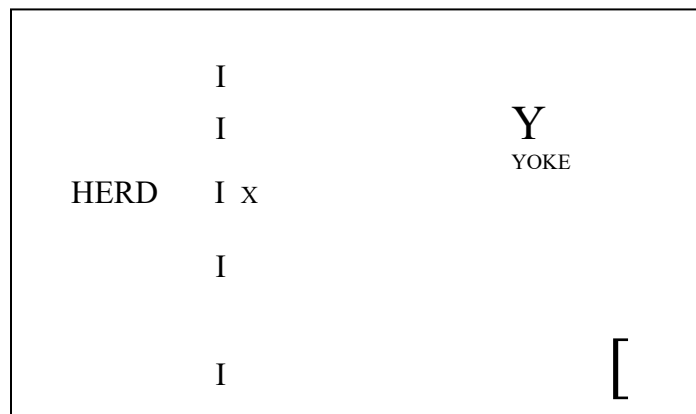
EVENTS – SUBJECT TO CHANGE

1. **STEER YOKING:** *Time starts when cutter crosses line.* Steer must be cut from herd and cross line before being roped. Steer must be roped by one of three legal head catches. Lariat rope **MUST** be in yoke. Steer must be secured to yoke by a necking rope. The rope must be tied to yoke correctly (one tail must be through the eye of the yoking rope) and stay secured for six (6) seconds. The catch rope must be removed. Team must call for time. ***4 loop limit***
2. **MUGGING:** *Time starts when cutter crosses line.* The steer must be cut from the herd & cross line before being roped. Steer must be roped by one of three (3) legal head catches. The steer must be on his feet then thrown down (must be daylighted) and tied by any three (3) legs. Catch rope(s) must be off the steer. The steer must stay tied for six (6) seconds. ***4 loop limit***
3. **STRAY GATHERING:** All team members will start from behind a line. Two head will be turned out. Time starts when the cattle cross the start line, and the judge drops the flag. Team members may not leave the circle before the flag is dropped (team will receive a no-time if they leave the circle before time starts). Both steers must be roped by one of three (3) legal head catches. Heeling is optional. If the steers are heeled and go down, they do not have to be daylighted. If steers are thrown down, they must be standing first. Both steers must be tied down by three (3) legs. The first steer must stay tied for six (6) seconds after the second steer is tied. Team must call for time. *** 6 loop limit***
4. **BRANDING:** Time starts when cutter crosses line. Steer must be cut from herd and cross the line before being roped. Steer must be roped by one of three (3) legal head catches. Heeling is optional. Steers can be driven after roped but **NOT** drug to the branding pot. The steer must be flat on his side and catch rope(s) off, a whistle will signal when the brand can leave the pot. The branding iron must be run on foot. Steer can be branded on either hip. Time stops when the brand is back in the pot. *** 4 loop limit***
5. **TEAM PENNING:** Time starts when cutter crosses line. Two (2) heads will be cut from the herd in consecutive order (ex 1-2, 9,0) and penned in the panels. One (1) extra head is allowed to come out of the herd (10 second penalty) but must be returned to the herd before the designated stock is penned. Time stops when the 2 head are penned and the team calls for time.

GENERAL RULES

1. All entries are subject to the Fort Bend County Fair Association General Rules and Regulations and the Ranch Rodeo General Rules and Regulations.
2. If you are under 18 years of age, you must have parental consent and a signed Release of Liability on file. An alternate member may be named in case of emergency. That alternate member must compete in all remaining events. Each team member must ride the same horse in all three events. If the horse sustains an injury, and the judge approves, a new horse may be brought in.
3. Contestants may enter twice but they must change out one team member.
4. Each team shall have a designated captain. The captain will be the only team member allowed to address the judge.
5. Only the team that is competing will be allowed in the arena.
6. "All-Around" will be declared by the fastest total time for all three (3) events.
7. All disputes will be settled by judges.

8. Stock number and working order will be drawn for.
9. Stock number will be announced when rider crosses the line.
10. Any abuse or injury to stock will be grounds for disqualification. (Example - dragging while animal is down, excessive choking, jerking down cattle, whipping horses, etc.)
11. There is a 2.5-minute time limit in all events, excluding penalties.
12. There will be a five (5) second penalty added to the time for each head of cattle crossing the line other than the designated stock. If two (2) or more head of undesignated stock cross the line, that shall constitute a loss of the herd, and result in disqualification. ****Team Penning – only one (1) stray can cross the line resulting in a ten (10) second penalty and must be returned to the herd before the correct cattle can be penned****
13. No swapping of ropes between team members.
14. Each team must be ready to enter the arena and be ready to compete in its drawn position.
15. It is each team's responsibility to check cattle numbers before rodeo for numbers hard to read, blotched, double numbers etc.
16. If a cowboy forgets numbers, he should raise hand to announcer's stand and numbers will be announced again.
17. Dropped ropes are dead and cannot be picked up by another team member. *Rope must be turned loose in the event of an illegal catch.*
18. No rope shall be left on horse and or saddle if cowboy dismounts. *No ropes left hard tied or hobbled to the saddle.*
19. No tripping of stock is allowed in any event. A trip will give the team a NO-TIME in that event.
20. All teams must participate in all three events to be eligible for jackpot.
21. Teams must call for their times.
22. All horses are required to have a negative E.I.A. (Coggins) test within the last 12 months.



Event rules & diagram