2026 Rule Book
Women’s Ranch Rodeo Association

Revised 11/12/2026

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The purpose of the Association is to promote the knowledge of women's role in ranching and agriculture on a national level. We strive to inform the American people of our heritage, a valuable way of life worth preserving. Our mission is to educate while perpetuating the sport of Women's Ranch Rodeo. We compete to bring recognition to the lifestyles and skills associated with women in the cattle and ranching industries.

*****purple text indicates change from previous year*****

2026 Membership/Entries/Qualifying

2026 WRRA Membership Rules

We have been blessed with the opportunity to compete in a sport honoring a lifestyle that we love. We consent to conduct ourselves in a manner that maintains the integrity of the legacy of the cowgirl.

A. Team

1. A team consists of 4 Women.
2. Each team will pay team membership dues.
3. Each team member will pay individual membership dues.
4. Each team will designate one team member to be their contact person with the association.
5. Each team will designate one team member to be their captain.
6. Contact person and captain can be the same person.
7. Members will abide by membership, general and event rules.

B. Team & Individual Dues

1. Annual WRRA Team Membership Dues: $300 (subject to change on a yearly basis)
2. Annual WRRA Individual Membership Dues: $25 (subject to change on a yearly basis)
3. Team Membership & Individual Membership Form must be turned in with Dues.
4. **Team & Individual Membership Dues must be received by the WRRA Treasurer 3 WEEKS PRIOR to competing in rodeo.**
5. **Memberships will not be collected at rodeos.**
6. Mail to: WRRA Treasurer: Beth Hiatt, 8900 N R ST, Newkirk, OK 74647.
Memberships may also be paid online at www.womensranchrodeo.com. A service fee will apply.
7. Each WRRA team is **ENCOURAGED** to sell $350 in raffle tickets for prize(s) announced by the WRRA Board of Directors after the first of the year. **A portion of the proceeds from the raffle will be used as added money to the payout.**

C. Open Team

Definition of an Open Team: An Open Team has no desire to qualify for and/or compete at the World Finals.

1. Members of an open team are not required to pay a membership fee.
2. Open Teams compete at local rodeos for cash and prizes but accumulate no points for year end.
3. An open team who wishes to enter a rodeo, then decides to accumulate year end points, must purchase Individual & Team Membership by the end of the day of said rodeo. Year end points will not begin to accumulate prior to the date the Team Membership is purchased.

D. Notifications

1. All WRRA notifications will be posted in the Facebook, via email and/or text and will be sent to the team contact person.
2. The WRRA Rulebook can be found on the website, downloaded, and printed off.
3. ***It is the responsibility of the team's contact person to get all information to her team members.***

E. Entering a Rodeo

1. Teams will **CALL OR TEXT** the WRRA Sanctioning Officer: ***Jesse Geisinger,*** the Friday, three weeks prior to the date of rodeo, to enter.
2. Entry time will be **9:00 am until 2:00 pm CENTRAL TIME**.
3. Call in number to Enter Rodeo: ***(417)793-9666***
4. During the call you will be given the online payment information for entry fees.
5. Team and members must be in good standing with the WRRA.
6. Online entry will be available as soon as all sanctioning requirements are met and will remain open until the call-in entry times are closed.

* Example of the entry process. Rodeo date is May 28, 2026. The call-in date would be Friday three weeks before that rodeo date. In this case that date would be May 6, 2026. Online or call-in options will be available until 2pm on that Friday. Payment will be made online with that last possible date to pay would be two wees prior to the rodeo. In this example, that would be May 13, 2026.
Rodeo: May 28, 2026
Call-ins: May 6, 2026
Payment deadline: May 13,2026

F. Paying Entry Fees

1. **Entry Fees will be paid by the Friday after Entry Date. NO EXCEPTIONS.**
2. Entry fees will be collected by the WRRA and sent to the producer two weeks before the event.
3. Entry fees not received by the deadline will result in a forfeit of the team's place in the rodeo.
5. **Entry fees will be forfeited if the team cancels after the Friday 2 weeks prior to the rodeo. You are not entered in the rodeo if entry fees are not received.**
6. Teams not complying with WRRA rules will hold a status of "not in good standing". Once outstanding fees are paid, the status will be changed to "in good standing".
7. If team is unable to make the entered rodeo after the two week deadline, entry fees will be forfeited.

G. Refund of Entry Fees

1. WRRA will return fees to any team canceling from the rodeo prior to the Friday 2-Week deadline.
2. Entry Fees will not be returned in a no-show or cancel after the two weeks after entry date.

H. Non-Sufficient Funds – Return of Winnings

1. If the WRRA receives any money associated with entry fees, membership fees, or any transaction between the team and the WRRA, the team/contestant who issued the payment will be under review of the WRAA Board of Directors and may be given special payment requirements for future payment or may be placed on the black list.
2. The team/contestant will also be responsible for all ~~NSF~~ fees that may be assessed by the bank.
3. If a team is paid any winnings at a rodeo and a mistake is found in the calculations, the team must return all winnings to the WRRA or Rodeo Producer so the correction can be made and paid accordingly.
4. A copy of the timesheet will be provided to the team captain or team contact member.
5. Any team not paying back winnings not due to them will not be allowed to compete until said winnings are paid back.

I. Advertising & Sponsorships

1. Members will respect the advertisers that the WRRA has already obtained and not call on them.
2. Team Sponsors will only be announced if sponsorship/advertising rules are followed.
3. Any questions regarding sponsorship/advertising should be directed to a WRRA Board member.

J. Qualifying for WRRA World Finals Rodeo

1. The top **15** teams in the standings will qualify for the World Finals*. If any team in the top 15 cannot attend the Finals, the next team in line will be invited to attend.*
2. Points will be figured according to the number of teams competing in each rodeo. *Example: if there are 7 teams entered, the 1st place in each event AND average would earn 7 points.* 10 bonus points will be given for a time in each event.
3. Teams Qualified for the World Finals have until ***the first Friday in September***, to turn in their entry form for WRRA World Finals Rodeo (unless otherwise stated by the WRRA Board, if a sanctioned rodeo is held after September 1, 2026, entry fees are due within a week of qualifying).
4. Updated bios for all qualified team members are due no later than ***September 1, 2026.***
5. Any team changes after September 1, 2026, deadline will not be guaranteed to make the rodeo program.
6. Any team changes after September 1, 2026, deadline will not be guaranteed for any sizes on apparel or any welcome bag products.
7. Bios and team info will be sent to the team contact for approval.
8. Changes must be received by the association within 48 hours.
9. **Entry fee for World Finals is $2000 and is due by October 1, 2026,**
10. Qualifying teams not in good standing with the WRRA will automatically forfeit their place at the World Finals Rodeo.
11. Qualifying teams must compete at the World Finals Rodeo with a minimum of 2 original team members.
12. Qualifying team submissions for World Finals Rodeo must have participated in at least one WRR during the current year. Each team member must have competed in as least on WRR during the current year to be eligible to be on a team.

2026 General Rules

No loud, obnoxious, or profane unsportsmanlike conduct will be tolerated.

OBJECTIVE AT RODEOS

The objective is to have the fastest time in each event, while conducting yourself as a fine sportsman and handing livestock in a good manner.

A. TEAM

1. A team consists of 4 women.
2. A cowgirl can only compete on one team during a rodeo.
3. Every team will have a captain to act as a spokesperson for the team.
4. Team members must ride the same horse throughout the rodeo.
5. All teams must sign a release form before each rodeo.
6. *Anyone competing under 18 years of age must have a guardian/parent sign the release form in person.*
7. A team may start the rodeo with 3 members and add the 4th member later in the rodeo.

B. Judges, Timers, & Arena Workers

1. A team member may work the rodeo but cannot keep books, timing or arena director.
2. There will be 2 timers, 2 judges and an arena director.
3. One of the judges, arena director, or Rodeo Producer will be drawing for team positions for events, and cattle prior to the rodeo.
4. When a sanctioned rodeo or the World Finals Rodeo begins, any WRRA Officer/Board Member that is a contestant is just that, a contestant.
5. Judges, arena director and timers cannot be immediate family members (parent, child, spouse, or sibling) of competing members.
6. If the team has a discretion/problem/question the team captain shall direct said discretion/problem/question to the arena director prior to the next team competing.

7. The arena director will take any discretions/problem/question to the judges.
8. ***ALL JUDGES' DECISIONS ARE FINAL.***

C. Rules Meetings

AT THIS TIME, ANY DISCUSSIONS OR CLARIFICATIONS OF A RULE OR REQUEST OF CHANGE IN RULE SHALL BE DONE.

1. The Rules Meeting will begin at a minimum of 30 minutes prior to performance time.
2. At least one member from each team is required to attend the rules meeting.
3. If any changes are announced during the rules meeting, those changes take precedence over written rules (a change in rules may be due to the condition of the arena or cattle).
4. Violation of any rule could result in team disqualification.
5. If a team is disqualified, there will be no refund of entry fees.
6. Arena Director and Judges will be introduced at this time, as they will conduct the rules meeting.

D. Injury

1. Another cowgirl may be chosen to participate if an injury occurs during the rodeo.
2. Chosen cowgirl substituting the injured contestant does not have to be on the entry form or program.
3. The cowgirl chosen to substitute cannot be working the rodeo or be on a team competing in the rodeo.
4. The substitute must be used during the remainder of the rodeo.
5. The team may choose to complete the rodeo with only 3 cowgirls but will not be treated any differently than a team with 4 members competing.
6. If an injury of a team member or animal occurs during an event, there will be no rerun.
7. If there is an injury to a horse, the vet or arena director must verify the injury and the change in horses. The team member must complete the rodeo on a verified replacement horse.

E. Attire & Equipment

1. Western attire (jeans, long sleeve shirt, cowboy boots or shoes with a riding heel, and cowboy hat) is required at all times in the arena.
2. Shirt tails must be tucked in.
3. Long sleeves may not be rolled up.
4. Condition of the equipment is the team's responsibility.
5. No reruns will be allowed due to equipment failure of the team.

F. Payback

1. In the case of bad weather, the last event completed by all teams will be the final event for figuring payback in events and the average.
2. Team must be in good standing with the WRRA to receive payback or prizes.
3. If the team is paid for winning at a rodeo and a mistake is found in the calculations, the team must return all winnings to the WRRA or Rodeo Producer, so that the correct team can be paid. A copy of the corrected timesheet will be provided to the team captain or team contact.
4. Any team not paying back winnings not due to them will not be allowed to compete until said winnings are paid back.
5. Rodeo Producers will be responsible and held accountable for all winnings being paid to winning teams.

G. Scoring at Sanctioned WRR

1. The Rodeo Producer will use the following score system. NO EXCEPTIONS TO THIS RULE.
2. The tie breaker for the entirety of the 2026 WRRA season including the World Finals Rodeo will be Tie Down/ Mugging event
3. Points will be given according to how many teams are entered in a rodeo. (For example, 7 teams entered: 1st place 7 pts., 2nd place 6 pts., 3rd place 5 pts., and so on.)

4. A team receiving a 'NO TIME' in an event will receive zero (0) points.
5. 10 bonus points will be given to teams with a time in each event.
6. Event totals and bonus points will be added together to determine the Average placing in each individual rodeo.
7. In case of a tie in an event at the rodeo, points will be added and divided by the number of teams tied and awarded to each team equally. (For example, 7 teams entered the rodeo: tie is between 1st & 2nd place = 13 pts. {7 pts. For 1st place + 6 pts. For 2nd place} both teams will then receive 6 ½ points.)
    a. In case of a tie in the average of each individual rodeo: The tie breaker event of Tie Down / Mugging will be used first.
    b. If teams are tied following the Tie Breaker event, then it will be figured according to times. If teams are tied in times, then it will be figured according to a coin toss with each team captain present to determine the winner of the tie. Arena Director or Judge must perform the coin toss.
8. Teams will be awarded year end points according to points earned at the rodeo.

H. <u>Scoring for 2026 World Champion Standings</u>

1. Points for World Champion standings will only be kept on paid WRRA teams.
2. Teams must compete in 7 WRRA sanctioned rodeos to qualify for World Champion prizes. Points will be configured from all rodeos entered for the current year.
3. Points will be accumulated as total points earned at each rodeo throughout the season.
4. In the case of a tie in the year-end placings, the team placing highest in the Tie Down / Mugging event average will win the tie.

I. <u>Scoring at the World Finals Rodeo for Rounds and Average based on 15 Teams</u>

1. There will be 3 full rodeos performed at the World Finals; each round will be treated as an individual rodeo.
2. The tie breaker event for the 2026 World Finals Rodeo will be the Tie Down / Mugging.
3. Points will be earned in each event.
4. WRRA World Finals Rodeo Rounds
    a. The points will be figured with the existing WRRA point system for each round.
    b. 1st place in an event = 15 pts., 2nd place in an event = 14 pts., 3rd place in an event = 13 pts., and so on.
    c. 10 bonus points will be given to teams with a time in all events.
    d. All event points and bonus points earned will be added together to determine the number of points earned in the rodeo.
    e. There is a possible 70 points.
    f. A team receiving a 'No Time' in an event will receive zero (0) points for that event.
    g. In the case of a time tie in an event, points will be added and divided by the number of teams tied and awarded to each team equally.
    h. In the case of a tie in the average of an individual rodeo, the tie breaker event will be used. If the teams are still tied following the tie breaker event, the tie will be determined on times from the tie breaker event, and fast time will win.
    i. In case of a tie in an event, the fastest combined time for that event will be the event winner
5. WRRA World Finals Rodeo World Champion (average, combination of 3 rounds at World Finals Rodeo)
    a. Each round will be treated as an individual rodeo and scored accordingly to determine points earned for the World Finals Rodeo Average.
    b. Teams' total points from all 3 rounds will be added together to determine World Finals Average Winners. (For example, Rodeo 1: 85 pts. + Rodeo 2: 55 pts. + Rodeo 3: 60 pts. = 200 pts. Total out of a possible 255 pts.)

c. In the case of a tie in the Finals Average, the tie breaking event will be used. (2026 WRRA tie breaking event is Tie Down / Mugging)
d. If there is still a tie following the tie breaking event, the times from all 3 rounds in the Tie Down / Mugging event, will be added together and the fastest accumulative time wins.

2026 Event Rules

At least 4 WRR events with one to be a sorting event (Sorting, Trailer loading) will be used at sanctioned rodeos. Sanctioned rodeo producers can adjust rules to fit their needs. The 5 WRR events that will be used at the 2026 WRRA Finals: Mugging, Doctoring, Sorting, Calf Branding and Classic Trailer Loading. *The tie breaker event for the 2026 WRRA rodeo year is the Tie Down/Mugging.*

LIVESTOCK

Abuse of stock (horses or cattle) which is deemed unnecessary or cruel, as determined by a Judge or Arena Director will result in a no time or even disqualification from rodeo.
If abuse results in injury or death of livestock, the team will be held responsible. Compensation for cattle will be determined by the stock contractor and rodeo producer based on market value of the animal. Settlement will be made the day of the rodeo.

GENERAL ROPING RULES (Applies to: Tie Down/Mugging, Doctoring, Double Team Roping, Steer Branding, Trailer Loading, Ribbon Roping)

1. No loop limit.
2. Steer must be roped (rope on the steer) with a legal head catch in the first minute.
   A legal head catch is defined as: around the horns, half-head, around the neck. Steer must be headed before you can heel. A legal heel catch is defined as one heel, or two heels.
3. A team can have no more than 4 ropes in the arena at any time.
4. Ropes may NOT be passed from one team member to another.
5. Ropes must be thrown, not laid upon the steer.
6. A dead rope is defined as any rope that is dropped because of loss of control. If the rider dismounts and pitches their rope, it can be picked up again.
7. Teams cannot tie their ropes on. They must dally.
8. The steer must be on his feet when roped.
9. Once a steer has been caught, the rope cannot be handed off to another member horseback.
10. Roper cannot dally on an illegal head catch in the attempt to slow down or control steer for another team member to throw a head loop.
11. If control of a steer is lost after the first minute, it will be considered a 'No Time' (Loss of Dally or Rope)
12. One minute time limit will be announced on all runs.
13. All ropes must be cleared of dismounted horses, or it will result in a 'No Time'. 2-minute time limit.

TIE DOWN (mugging/stray gathering)

A steer will be let into the arena. The team will start behind a line. The judge will drop the flag to start time. The steer must be roped with a legal head catch and tied down. Time will be called when the team and ropes are clear of the steer.

****GENERAL ROPING RULES****

1. 3-minute time limit.
2. Steer doesn't have to be heeled; this is the team's discretion.
4. After the steer is roped and mugged down, he will be tied by 3 legs. * Legs must be crossed
5. Steer must not be intentionally jerked and/or choked down.
6. If the steer falls down or lays down on his own will/power, team does not have to get the steer up (daylight) the steer before roping the steer. Team is allowed to hold the steer down. Steer does not have to be daylighted.
7. All ropes and team members must be off steer before calling for time.

8. Time stops when one team member raises hands after the steer is tied down.
9. Steer must stay tied for 6 seconds.

DOCTORING

A steer will be let into the arena. The team will start behind a line. The judge will drop the flag to start time. The steer will be headed and heeled, then doctored with a chalk stick. Time will stop when steer has been marked and team member signals for time.

GENERAL ROPING RULES

1. 2-minute time limit.
2. Team must head and heel steer.
3. Once the steer is roped - ropes must be tight and a visible mark will be placed on the steer's face.
4. One chalk stick per team.
5. Time stops when steer has been marked and team member signals for time.

DOUBLE TEAM ROPING

Two steers will be let into the arena. The team will split into pairs and will start behind a line. Time starts when the first member crosses the line. Both steers will be headed and heeled. All 4 members must rope.

GENERAL ROPING RULES

1. 2-minute time limit.
2. 2 steers will be turned out. Time starts when the first team member crosses the timeline.
3. Members will split into pairs. Each team member must rope.
4. Once first steer is headed and heeled, and horses faced, having ropes tight, the judge with that pair of team's members will give the okay to just hold steer out of other team members' way. DO NOT turn steer loose. 1 minute time limit for legal head catch on first steer.
5. Both steers must be headed and heeled.
6. The flag is dropped, and time stops when the second steer is headed and heeled, horses faced and ropes tight.

STEER BRANDING

Steer will be let out into the arena. The team will split into pairs, first pair on horses, second pair will tie their horses by branding bucket and work as ground and move ropes around.

GENERAL ROPING RULES

1. 3 minute time limit.
2. 1 steers will be turned out. Time starts when the first team member crosses the timeline.
3. Branding iron can leave the bucket at any time with ground crew.
4. Once steer is headed and heeled the ground crew will go tail down the steer. The heel loop must be placed on both hind feet and head loop must be placed on both front feet before steer can be branded.
5. Steer must be branded on either hip.
6. If the steer is branded wrong, it is a NO TIME.
7. Ropers will not dismount to help ground crew.
8. Rope on front feet must be off steer before the judge will drop the flag for time.
9. Iron must be back in the bucket to stop time. Brander must have heel rope from steer when taking branding iron back to bucket.

RIBBON ROPING

A Steer will be let into the arena. The team will start behind a line. The judge will drop the flag to start time. The steer will be roped with a legal head catch. Time will be called(stopped) when the team and head rope are clear of the steer and ribbon is off tail and to the designated area.

GENERAL ROPING RULES

1. 3-minute time limit
2. Team must head steer.

3. Once the steer is roped; the team will mug and remove ribbon from the tail.
4. Time stops when all ropes are removed from the steer and ribbon is run to the designated area.

TRAILER LOADING

A herd of numbered cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the line. A number will be called as the team member crosses the line. The trailer will be located in the middle of the arena. The numbered cow will be sorted out of the herd. The correct numbered cow will be roped and loaded into the trailer. Trailer end gate will be shut and made road ready. Time will stop when the team calls for time.

GENERAL ROPING RULES

1. 3-minute time limit
2. All members can cross the line, and anyone can sort.
3. No loping or scattering the herd (a herd consists of 3 or more head). It is the judges' discretion to give a no time for loping or scattering the herd.
4. Only one rider can be in the herd at a time. There may be turn back helpers.
5. Once the correct numbered animal is sorted and across the line, the line becomes dead, and the animal will be roped. If an animal crosses back across the line, it may be roped in the herd.
6. No trash cattle allowed.
7. There will be NO UNNECCESARY DRAGGING. Judges will give 1 warning; continued roughness will result in a no time.
8. Horses CANNOT enter the trailer.
9. Animal will then be loaded into the trailer. If a team uses unnecessary roughness resulting in injury to the animal, they will be responsible for compensating stock contractors (You break it, you buy it).
10. Shut the trailer end gate and make "Road Ready". Judges' discretion as to what is road ready and will be announced prior to rodeo starting.
11. Rope may stay on the loaded animal.
12. Flag drops when the trailer is road ready and the team signals for time.

CLASSIC **TRAILER LOADING**

A herd of cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the sort line. The trailer will be located along the side of the arena with a wing fence. Sort the called numbered cow out of the herd. Trailer will be road ready. Time will be called when all team members are in the designated area.

1. 3 minute time limit.
2. All members can cross the line, and anyone can sort.
3. A herd consists of 3 or more head.
4. No loping in or scattering of the herd.
5. It is the judge's discretion to give a no time for loping in or scattering the herd.
6. Only one rider can be in the herd at a time. There may be turn back helpers.
7. Team will sort their numbered animal.
8. You may have one wrong numbered animal across the line at a time.
9. At the producer's discretion, Team has the option to rope their steer once it has crossed the herd line. The steer CANNOT be drug into the trailer horseback.
10. No wrong numbered animal may be loaded. This results in a no time.
11. If the animal that is to be loaded gets back across the line is a no time.
12. Load animal in the trailer.
13. Shut the end trailer gate and latch it. The trailer must be "Road Ready". (Judge's discretion as to what they call "Road Ready", and it will be announced before rodeo starts.)
14. Time stops when all members are in the designated area.

15. If the wing fence is knocked down, there will be no rerun. 3-minute time limit.

SORTING

A herd of cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the sort line. Three consecutive numbered cattle will be sorted. Time will be called when all correct numbered cattle and members are across the line.

1. 3-minute time limit.
2. Sort 3 head.
3. All members may cross the line, and anyone can sort.
4. No loping in or scattering of the herd. A herd consists of 3 or more head, it is judge's discretion to give a no time for loping or scattering the herd.
5. When the first team member crosses the line, time will start, and the cattle number will be announced.
6. Cattle will be sorted in numerical order OR sort 3 head of the same number. (Rodeo producer's discretion and will be announced before rodeo starts)
7. The cattle must be daylighted when coming across the chalk line.
8. If any sorted cattle come back across the line, it is a no time.
9. No wrong numbered cattle may cross the line, or it's a no time.
10. Time stops when all cattle are out in the correct order and all riders are across the line.

CALF BRANDING

A herd of calves are contained behind a chalk line in a pen within the arena. The crew consists of a roper, brander, and two wrestlers. The ground crew (2 wrestlers & brander) may be exchanged. The team will brand 2 calves with legal catches. If an illegal catch is made, the ground crew can take off the rope and calf re-roped. Time will be called when the last calf has been branded and the iron is back in the bucket.

1. 3-minute time limit.
2. 2 calves are branded.
3. No loop limit.
4. Ropers are allowed to carry only one rope.
5. Legal catches are: 1 heel or 2 heels, & pantyhose.
6. Heels will be roped from the bottom up.
7. During an illegal catch ground crew may take rope off.
8. During an illegal catch the roper must keep hold of the rope.
9. No loping in or out of the herd.
10. Ground crew can touch the rope once the rider is across the line.
11. Once the calf breaks the plane of the line it can be touched but must be fully across the line before branding.
12. Ground crew must have the calf flat on its side and rope off before iron can leave the bucket and the calf can be branded.
13. Judge will signal when the brander can take iron from the bucket.
14. Calf must be branded on either hip.
15. Roper cannot re-rope the first calf branded until that calf is back into the herd. (3 or more calves is a herd)
16. Time stops after the 2nd calf is branded and iron is returned to the bucket.
17. If a calf is branded wrong, it is a no time.
18. Roper must remain on horse during the event, even if there are only 3 members present.
19. Roper must remain in contact with rope.
20. Two teams may go at the same time but in separate pens and at least one judge per pen.

21. If rodeo committee cannot find appropriately sized calves, it is at judge's discretion to allow team's roper to hold heels while branding. If calf is drug in by one heel, ground crew must put rope around both heels before branding iron can leave the bucket.

TEAM PENNING

A herd of cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the sort line. Three numbered cattle will be sorted. Time will be called when 2 or 3 correct numbered cattle are penned in pen. (Pen will be located on the opposite end of the arena from cattle, away from each fence, with the opening facing away from cattle and be at least 20' x 20'.

1. 3-minute time limit. The whistle will be blown at 2 minutes, signaling 1minute left.
2. Sort 2 or 3 head
3. All members are horseback and may cross the line. Anyone can sort.
4. A herd consists of 3 or more head.
5. No loping in or scattering of the herd.
6. It is the judge's discretion to give a no time for loping in or scattering the herd.
7. Only one rider can be in the herd at a time. There may be turn back helpers.
8. Cattle numbers will be announced when the first team member crosses the line.
9. Cattle will be sorted by the teams 3 numbers (example: 1,2,3 but do not have to be sorted in numerical order) OR sort 3 head of the same number. (At the rodeo producer's discretion and will be announced before the rodeo starts). Teams will be given their number as they cross the line.
10. Team has the option to only sort 2 and pen two head.
11. Teams penning 3 head will place above teams penning 2.
12. The cattle must be daylighted when coming across the chalk line.
13. If any sorted cattle come back across the line, it is a no time.
14. No wrong numbered cattle may cross the line during the sort, or it's a no time. Once committed to penning the line becomes dead to the herd.
15. Time stops when all cattle are penned and at least one member crosses the line at the pen.

SANCTIONING RULES

The WRRA rodeo year will run from November 1st **through Labor Day Weekend. Producers are encouraged to hold rodeos with 5 events. One event must be sorting event. Event times will be kept in minutes, seconds and hundredths.**

There will be no more than ~~5~~ 6 rodeos a year in any one location with 2 rodeo limit per day.

1. The sanctioning fee for WRRA shall be $100 per day, or $150 for 2 days. (This fee is subject to change on a yearly basis)
2. **The sanctioning fee is due with application.**
3. Sanctioned rodeo producers may use the WRRA rules as guidelines for their events, adjusting them to fit their individual rodeos.
4. There will be no refund of the sanctioning fee if a rodeo is canceled and not rescheduled **pending board approval**.
5. Sanctioning applications will be available on request from WRRA or may be downloaded from the website. **Sanctioning Deadline is July 1st.**
6. Sanctioning is on an annual basis.
7. WRRA reserves the right to sanction rodeos based on geographical locations, facilities, board involvement, etc.
8. After being sanctioned by WRRA, all advertising and/or promotional material must prominently display the WRRA logo.
9. The rodeo shall provide a reasonable space for the display of WRRA and WRRA season sponsor banners.

10. The Rodeo Committee shall provide adequate first-aid service for all performances. Equipment & personnel must remain available throughout the entire performance.
11. The Rodeo Committee must obtain a signed release form from each team and its members.
12. The **9** events of the WRRA Ranch Rodeo will be: Sorting, Doctoring, Trailer Loading, Calf Branding, Tie Down, Team Penning, Double Team Roping, Steer Branding and Ribbon Roping. A minimum of 4 WRRA events must be used in a WRRA Sanctioned Rodeo.
13. The tie breaker event for the 2026 WRRA rodeo year is the Tie Down/Mugging.
14. WRRA sanctioned rodeos may have other events in addition to those listed.
15. Points for WRRA qualification will only be derived from the **9** WRRA recognized events.
16. The Rodeo Committee shall be responsible for all contracts and expenses associated with producing a sanctioned rodeo.
17. A sanctioned rodeo must have a minimum of 4 teams attending said rodeo.
18. **Entry Fees will be paid ONLINE by the Friday after Entry Day. NO EXCEPTIONS**
19. Teams canceling, after paying their fees, must give WRRA sanctioning officer at least 2 weeks notice for a refund.
20. The WRRA will return payment to any team canceling 2 weeks before the scheduled rodeo. Entry fees will be forfeited if the team cancels after the Friday 2 weeks prior to the rodeo.
21. The canceled team's fees will go into the payback 100%. The WRRA will go to the waiting list and attempt to replace the canceled team.
22. A sanctioned ranch rodeo can be run simultaneously with another sanctioned rodeo.
23. Score sheets and ranch rodeo results will be turned into designated WRRA board members or representatives when sanctioned rodeo is complete.
24. Judges, rodeo producer, arena director and at least 1 WRRA Board member or representative will have a meeting prior to the rules meeting.
25. If a WRRA board member or representative is not present at a sanctioned rodeo, the score sheets & ranch rodeo results must be received by the WRRA office at least one week after completion of the sanctioned rodeo.
26. **Failure to turn in score sheets and ranch rodeo results will result in loss of sanctioning. Teams are not awarded points from a rodeo failing to meet this obligation**.
27. The Rodeo Committee will provide the day sheet for the rodeo. Day sheet template will be emailed to the rodeo committee from WRRA Secretary or Sanctioning Officer, which will contain all WRRA Season Sponsors.
28. Rodeo producers will be responsible and held accountable for all winnings being paid to the winning teams.
29. Entry fees paid for the rodeos will be paid in that individual rodeo. No average moneys will be paid. Added money collected by the producer can be paid into the average payout but the team's entry fee money will only be paid to the rodeos it was paid to enter. Example: Team 1 enters rodeo 1. That money will only go into the payout for rodeo 1.