

Lincoln County Ranch Rodeo Rules

Branding Contest:

- * 4 Person Team
- * Slick horn only
- * Legal loops = horns, 1/2 head or neck, neck and front leg
- * No front legs
- * Brand on left hip
- * No throwing iron
- * Brand must be placed correctly in the designated area
- * Cannot be ironed until cow is in full stretch and tight
- * Every team member must catch, dally, & hold
- * Time ends when iron is in bucket and all contestants are on horses/ropes are off the cows
- * 30 second penalty if the brand is not placed correctly and or legible
- * 6 min time limit

Doctoring/ Sorting:

- * 4 Person Team
- * Slick horn only
- * Any of the 4 contestants can rope/sort
- * Legal head loops = Horns, 1/2 head or neck, neck and front leg
- * No front legs
- * 4 minute time limit
- * Time will start when a team member crosses the line
- * You will cut the marked cows out and bring them through the gate while holding the rest of the herd on the other side of the gate. Any animal coming past the gate that is not the correct one will result in a 30 second penalty
- * Once the cows headed and heeled, the neck rope must come off the head and be put on both front and hind feet into a full stretch and then chalked across the mark
- * A chalk line on the mark of the cow must be visible
- * Time will be stopped when the last cow is strung tight and chalked
- * Marked on the wrong side of the cow 30 second penalty

Trailer Loading

- * 4 Person Team
- * 3 minute time limit
- * 1 minute penalty for each cow that is not loaded into the trailer when the gate is closed
- * Stock trailer will be placed somewhere in the arena with the gate open
- * 2 panels will be placed against the trailer to use "optional"
- * 3 cows will be turned out in the arena
- * Team members must load cows into the trailer
- * Time starts when a team member crosses the line
- * Time ends when the gate is shut and latched

Team Roping:

- * 4 Person Team
- * Slick horn only
- * Legal loops = horns, 1/2 head or neck
- * 1 hind leg = 10 second penalty
- * Team members must designate who they rope with before start time and stay with that person
- * 2 min time limit
- * 2 cows will be turned out in the arena
- * Time starts when a team crosses the line
- * Each cow must be headed and heeled and time stops when both cows are stretched

***Roughing cattle will = no time**

***Judges decisions are final**