

Lovelock Ranch Rodeo Rules:

2026

Points:

1. Points will be awarded to the number of teams.
2. To be eligible for the team championship, all participating ranch teams must enter and participate in all events.
3. Each Teammate will acquire point throughout the rodeo; the person with the most points will be awarded Top Hand.
4. In Event of a Tie, we will have a rope off
5. Jr/Sr Teams will have the same rules as Women's

Contestant Code of Conduct:

- 1 Any Contestant entering the arena shall be wearing long pants, a long-sleeved shirt, boots, and a cowboy hat.
3. Equipment failure is the responsibility of the contestants and will result in a no time.
4. No rubber or cotton on saddle horns.
5. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary) is strictly prohibited. No exceptions. In the result of a broken leg or dead animal the team will be disqualified.
6. No alcoholic beverages permitted in the arena.
7. No loud, obnoxious profanity or unsportsmanlike conduct.
8. **Any whining will result in disqualification.**
9. At the judges' discretion, the violation of any conduct rule could result in an immediate Team Disqualification.
10. To be considered legitimate, complaints must be made first and foremost to the Arena Director (AJ Duncan). Judges have final say in any dispute Branding or Bronc Riding Judge.

Ranch Doctoring:

1. Ranch doctoring is a four-man roping event, including a header, healer, and two vets.
2. There will be a two-minute time limit. Time will start and stop with the flagger.
3. One loop per man.
4. The arena will have one set of barrels at 1 end.
5. After the team has ridden past the 1st third of the arena the announcer will call a number
6. No more than TWO riders mixing in with the cattle at one time.
7. A rider will cut one of the designated branded cattle from the herd and move it **between** the barrels. Only one animal may go between the barrels. If more than one animal goes between the barrels all animals must return to the heard and can get the correct number out.
8. Designated animal may not return to the herd third once brought through the barrels. Doing so will result in a no time.
9. Animal cannot be headed until passing the barrels.
10. Legal head catches are whole head, half a head, Neck and front leg, or horns only. Illegal head catch rope can be dropped and re-roped. (Belly Roped or figure 8)
11. Once the animal is out of the herd and driven between the barrels you can head and heal the animal. If the animal goes back to the herd or beyond the barrels, it will be a no time. No tripping of cattle.
12. After the animal has been headed and heeled, the vets leave their horses; put the head rope on the front feet and the heel rope on both hind feet. The animal must be down and on its side in a legal stretch.
13. The vet will then raise both their hands to signal time.

Calf Branding:

1. A four-person team to head and heel two animals: two to rope the two calves, two on the ground. Team members will then exchange places for the two animals.
2. 7-minute time limit Open
3. 8 Minute time limit JR and Women's
4. Only team members, judges, and rodeo officials will be allowed in the arena.
5. Ropers must walk to and in the herd on the first and every animal, until an animal's break.
6. Ropers need a legal head catch (head, head and one front leg) and at least one heel.
7. On a dropped rope the ground crew must be back in the circle before the animal can be roped again.
8. When a legal catch is made, the Ground Crew may take the iron with them but will secure the head rope on both front feet and the heel rope on both hind feet before applying the iron.
9. Time will stop when the iron is in the bucket.
10. Undue roughness, not walking to the herd before the animal breaks, letting the iron touch the ground, running cattle into the panels or fence, or the ground crew crossing the branding line will result in a 60-second penalty per infraction.
11. At the judges' discretion, an improperly placed brand and/or undue roughness with event stock, including excessive dragging, will result in an immediate disqualification.

Big loop cow Roping 18' loop

1. Ropes Measured by Small Announcer building
2. Cattle will be released out of bucking chute.
2. Ropers will leave the North end of Arena
3. The flagger will stop time when the animal is headed, heeled, and Stretched
4. Two loops per team
5. Legal head catches: whole head, half head, or horns.

Team Roping:

1. Team Roping Cattle will be released out of the roping chute
2. Time will start when the steers head passes the barrel
3. Roping the steer before the barrel will be a 30 sec penalty
4. The flagger will stop time when the animal is headed, heeled, and stretched.
5. Three loops per team
6. Legal head catches: whole head, half head, or horns.

Calf Roping - rules may change depending on Cattle availability

12. All teammates will be in the arena
 13. You must catch the animal and then tie it
 14. Once the flagger drops the flag the time will start, and the flagger will stop the time when the roper is done tying the calf
 15. The animal must stay tied down for six seconds on a slack rope.
 16. 120 second time limit
 17. No Ropes on saddle horns while animal is tied
- All Team Members will be horse back