

2017 CRRRA Rules

OPEN

Heading – each team member must head once

Cattle Roped Deep – If calf is roped deep, a qualified header must rope for 6 pts. Deep rope must come off after cow is laid down but before time is called. 1 deep rope can be dropped in the interest of safety for no penalty

Deep Heel Shot – If a heel shot comes tight with atleast one front foot it is considered a miss, and will be treated as deep head shot

Roping Wrong Animal – If you rope wrong animal it must be headed and heeled and laid down to remove ropes. Ground man must be re-mounted to before roping proper animal. If you touch the loop with your hand to remove it you're **DQ**. Waving a head loop off or running animal thru is ok.

Backing Cow into Shot – If you back a cow into a functional heel shot you will be awarded full points. An animal that backs into a non-functional heel shot will be 6 pts.

Dally on ONE High Hock – minus 3 points

Adjusting Loop – No loops to be adjusted by hand after been thrown, doing so will count as a miss -2 pts. If a heel shot is panty-hosed (no front feet) it may be adjusted hand.

Moving Shots – Benefit of doubt to roper if the loop hung (judges call is final)

Lost Rope or Lost Horse – is a -5 point penalty. If a rope is lost the other 2 ropes may be used to finish the run. If you hang off your horse to pick up lost rope on the ground you're **DQ**.

Loping – a minimal amount of loping is allowed for personal safety issues. Otherwise it is -5 point pts

Rim Fire(-5 pts) – Defined as the rope touching the horse that is blocking the calf, the rope touching the horse that is between the header and the calf, or the rope wrapping around the header. Any horse stepping over a rope that is attached to an animal is considered a rim fire with the exception of a lost rope.

Animal Abuse/Cattle Stirring – Judges discretion to deduct points. Verbal warning 1st, then **DQ**

Rope on Horn – Rope may be left coiled on horn or tied on. A loop hanging below your stirrup is -5 pts

Two Ropers Head – If 2 ropers head the calf at the same time it is a 6 point head shot and -2 for the miss

Rope Removal – Ropes cannot be removed by a ground person unless the animal is headed and heeled.
DQ

4th Team Member – A second ground person may be used if a team member has physical limitations. This must be approved by judges. The 4th must be mounted and ride in from the start line tagging the 3rd person who rides back to start line. Judges discretion + or – points.

Rope Swap – Rope swap has no penalty. Third person may swap with header or heeler. If you lose 1 foot in the process you will lose one point.

Roping Front Feet – No limit on how many loops can be used for roping front feet. Catch is +4 and each miss is -2. No dallying on 1 front foot or **DQ**. Animal must have 2 feet in loop when it hits the ground. You may lose 2 points if you change sides (Judges Discretion). In Novice if Open roper catches front feet it is +4.

Loop Laid- A loop laid but not released is considered a miss unless the animal enters the loop, then it will be counted as a 6 point shot.

Ropes – Only 1 rope per roper may be carried into the arena.

Rodear Line – A line is determined by judges prior to roping. Plus 2 points if cattle are held in rodear while heading or if **just** the cow to be roped crosses the line.

Time Limit – 2 minutes to head, 4 minutes total time.

Judges Decisions – All judges' decisions are final. Any conduct deemed unsportsmanlike by a judge/director will result in a **DQ**.

Cowboy Dress Code - Includes long sleeve shirt with collar, cowboy hat, and boots (Chaps and winter hats are at discretion of host).

NOVICE

- Novice ropers that have been promoted to the Open are not eligible to rope at the Finals
- Novice ropers will be evaluated by directors and may be moved to Open
- Any team member can head
- Each Novice team must have 1 Open roper. The Open roper will not pay entry fees or receive any monies. Any loop the Open roper throws will be considered a 6 point shot.
- Novice has 2 ½ minutes to head and 4 minutes to complete the run.
- Novice may have rubber on the horn and chinks are optional
- 4th team member –if the Novice roper wants to do the ground work a 4th person can be off horse and assist when safety becomes a concern. The 4th person can tail and hold the cow but is not allowed to work the ropes. Judges discretion + or – points.

YOUTH

Youth under 16 years wear a helmet at the discretion of parent/legal guardian. A waiver must be signed.