



Dry Fork Jackpot Ranch Roping Rules

The format is as follows: Each team consists of three ropers. Several cattle are loose in the arena. The team is told which animal to rope. There is a two minute time limit to head in the "open" division and a three minute time limit to head in the "novice" division. There is a four minute total time limit to complete run. Guaranteed to go three rounds. Each team member must head in one round. Open division may have one picked team and two draw teams. Novice division will be three draw teams. A substitute ground person may be used if a team member has a physical limitation. Substitution must be approved by judge before the run. The physically limited person must remain mounted. Only one person is allowed to work the ground!

Lunch served from 11:30 am to 1:00 pm each day. Panel pens are available for \$10 per horse.

GENERAL RULES:

- Rope on horn: any time a roper dismounts in the arena, he/she must throw their rope to the ground or a DQ.
- Any loping of the horse will be a DQ.
- Any rim fire will be an automatic DQ. A rim fire is defined as the rope touching any horse on the team.
- Roper can NOT hold a belly catch for other header to head critter.
- Only one rope per roper may be carried into arena.
- Any conduct deemed to be unsportsmanlike by judge, will result in the DQ for that teams run.
- Rope swap has no penalty.

HEADING:

- All three ropers must head.
- Stop-and-Face: After the calf is headed, with all four feet on the ground facing the header. +2 pts if accomplished, but no disqualification or penalty if not accomplished. Stop and Face cannot be called after a heel loop is thrown.
- Cattle Roped Deep: If calf is roped deep, the rope can be DROPPED (not LOST) by the header. This will count as a miss. Deep loop must be pulled clear after calf is on the ground before time can be called.
- If wrong calf is roped, the rope must be removed and team may continue. Time is not stopped.
- If a rope breaks AFTER the stop and face has been called, it will be considered a miss, the 2 points for the stop-and-face will apply and the qualifying headshot will be taken at face value. Two minute time (Open) and three minute (Novice) still applies.
- If two ropers head the calf at the same time, only one loop can be used to hold the calf. The head shot will count and the second rope must be pulled clear after the calf is on the ground before time is called.
- A loop must leave the roper's hand before it reaches the animal in order to count for points.
- Judges decisions: All judge's decisions are final!

HEELING:

- If an animal is backed into a heel shot, it will be considered a forehand trap shot unless the shot completely encircles the hind feet as decided by the judge. If an animal backs so far into a loop that the loop gets in front of its front legs, a qualified heeler must heel the calf, and the other rope must be pulled clear before the time is called. This is considered a miss. If the calf backs in deep, but not past the front legs, then the loop can be pulled back and down for a forehand trap heel shot. This can be done from the ground.

- If a roper dallies on one high hock, it is considered improper handling, with 1 to 5 point penalty at the judge's discretion.
- If a heel shot is in front of a front foot or feet, it will be considered a headshot, and will count as a miss. Another heel shot must be made, and the first shot pulled clear before time is called.
- Judges decisions: All judge's decisions are final

OPEN: \$75 for 3 Rounds

The Open division is for all contestants, without regard to age, experience or gender.

NOVICE: \$60 for 3 Rounds

The Novice division is for women of any age, children 14 years and under, inexperienced, or beginner ropers.

~Please be 'Honest' with your abilities and rope in your prospective division. Thank You! ~

POINT SYSTEM:

HEAD SHOTS

Del Viento/Turnover = 14 pts
 Scoop = 10 pts.
 Houlihan/Backhand = 10 pts.
 Back Door = 10 pts.
 Offside Overhand = 8 pts.
 Overhand = 6 pts.

HEEL SHOTS

Contra-Viento = 17 pts.
 Del Viento = 15 pts.
 Turn Over Hip=15 pts.
 Backhand over the hip = 14 pts.
 Backhand Straight Behind hip = 14 pts.
 Forehand over the hip = 13 pts.
 Scoop hip = 13 pts.
 Backhand hip = 12 pts.
 Straight behind hip = 12 pts.
 Johnny Blocker = 10 pts.
 Standard Hip =10 pts.
 Backhand trap = 8 pts.
 Overhand trap = 6 pts.

DELETED POINTS

Misses = -2 pts
 Animal Abuse = up to -5 pts.
 One heal = -1 pts.
 Lost rope = -5 pts.
 Rim Fire = DQ
 Lope = DQ
 Rope left on Saddle = DQ

ADDITIONAL POINTS:

- May be earned by an overall smooth run, handling horses and cattle in a quiet, controlled manner = + 5 pts.
- Judges Discretion = + or -2 pts.
- Completion under 1 minute = +3 pts.
- Completion under 2 minutes = +2 pts.
- Step over or 3rd roper ropes both front feet to lay critter down gently = + 5 pts.
- There will be a 20 foot 'Rodear' circle in the middle of the roping area. + 3 pts. for critter roped while all are held in the rodear.
- If headers horse remains in the rodear circle when the run is finished = +5 pts.

GRAND SLAM: + 10 PTS.

If at the end of **3 qualified** rounds, each team member has headed, heeled, and worked the ground.

*There will be a Ranch Roping in Conjunction with "Homesteader Days in Valier" in June.
 Contact Kenny or Denae Peterson at 406-279-3256 for more details.*