

Carney Man Productions, LLC

TEAM ROPING RULES

Based on the 2009 rules of the USTRC

- 1) SIGN UP - Entry deadline 1 hour before roping begins. A \$50 service charge will be assessed on all returned checks.

- 2) INCOMPLETE ENTRIES - In the event of an incomplete team, individual ropers will have their names placed on an incomplete list. Management reserves the right to pair individual ropers. Ropers who have paid on time but have an incomplete entry as a result of an unpaid partner or a partner that drew out will pay no late fees for pairing with another partner that has the same situation. Should a roper remain unpaired at the roping, management may allow ropers to enter multiple times to complete incomplete teams.

- 3) DRESS CODE - Ropers must wear a western hat or no hat. Caps will not be permitted. Western attire required: collard button or snap shirt, long or short sleeved; cowboy boots, regular or laced. Failure to observe dress code will result in a no-time on any steer qualified.

- 4) SPORTSMANSHIP - The flag judge will disqualify any roper who does not act in a sportsmanlike, reasonable or professional manner. Disqualified ropers forfeit all fees.

- 5) HUMANE TREATMENT OF LIVESTOCK - Abuse of an animal by any unnecessary non-competitive or competitive action shall result in immediate disqualification and forfeiture of all fees. The flag judge shall immediately inform the announcer that the contestant has been disqualified and the announcer will immediately announce the disqualification due to unnecessary roughness of livestock. Furthermore, no steer shall be touched or prodded by anyone other than the event management and staff, prior to roping.

- 6) ROPING RULES -
 - a) LOOPS - Only two loops per team shall be allowed. Roping steers without turning loose the loop will be considered a no catch. Roper must dally to stop the steer. If the steer is roped by one horn, the roper is not allowed to ride up and remove loop or put the loop over the horn or head with his hands.
 - b) LEGAL CATCHES - There are only three legal head catches:
 - 1) Around both horns; 2) Half a head; 3) Around the neck. If the Hondo passes over one horn and the loop over the other, catch is illegal. If a loop crosses itself in a head

catch, it is illegal. This does not include heel catches. Any heel catch behind both shoulders is legal if rope goes up heels. All bridle catches are considered illegal. Any questioned catch will be decided by the flag judge. If a flag judge tells the header to hold the steer so the he may inspect the head catch and the header does not do so, the team will receive a no-time.

c) TIME TAKEN - Time will be taken when the steer is roped, secure between both partners, both horses are facing the steer with ropes dallied and tight. Horses front feet must be on the ground and ropers must be mounted when time is taken. Steer must be standing up when roped by head or heels. Time is taken when flag is dropped, however, that time is not official until indication is given by flag judge to the timer or secretary. Flag judge may flag a team out after time is taken on a run, based on an illegal head catch or illegal heel catch, steer was not secure or any other factor that was not clear when time was taken.

d) DROPPED ROPE - A dropped rope that must be recoiled is considered a thrown rope.

e) CROSS FIRE - The header must have control of the steers head and the steers head must be bent before the heeler can legally deliver his or her rope. Any heel loop delivered before the steers head is bent is considered a crossfire and is illegal. In the instance where the steer sets up, at no fault to the roper, the heel loop can be thrown at any time once the header has control of the steer.

f) HEELER ROPES FRONT FOOT - If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Should the front foot or feet come out of the heel loop prior to the team calling for time, the time will be counted. Judge will not allow any extra time for a front leg to come free.

g) HEADER ROPES ANY LEG - Should a header rope any leg, it's an automatic no time. Under no circumstance will the header be allowed to fish-out the leg.

h) ARENA CLEAR - Should a team call for a steer before the arena is clear, and are subsequently interfered with by the steer or team still in the arena, this will not be recognized as interference and they shall not receive a rerun.

TIE ON RULE - Tie ons will be allowed at the managements discretion and should follow the guidelines of the USTRC as specified in rule 8.4 of their 2009 Rule Book.

HAVE FUN, WIN MONEY AND COME BACK!!!!!!

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