



Rocking L Ranch
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Heijenrath

Ranch Roping Competition

Rules for the competition

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1. General

1.1 Description

The aim of the Ranch Roping Competition is to preserve and celebrate the traditional Ranch Roping as it has been practised on the ranches in western North America for decades. Experience and the community spirit come first in such events, which is reflected by the selection of location, trials and prizes, ...

This set of rules will be used as the basis for Ranch Roping. It includes all rules and all trials. The registration form with further organizational information can be found in a separate document.

1.2 Classes

Greenhorn:	Beginners who have never competed in any roping competition.
Advanced:	For intermediate Ropers
Vaquero:	For the ranch roping specialists
Senior:	Seniors who have not yet competed in Vaquero
Ladies:	Ladies only
Team Ranch Work:	Advanced and Vaquero

1.3 Code of conduct

Horsemanship and Stockmanship are leading in the competition. The tasks are not about speed but about quality and style. The judges are obliged to impose penalties at their own discretion, even disqualification.

Any kind of ruthless behavior towards humans or animals is also to be punished with a disqualification. All scores are canceled from the moment of disqualification. Entry fees are not refundable.

1.4 Horses and Tack

Horses of all breeds from the age of 4 years are allowed to start. For all competitions, Western clothing with hat is mandatory. Protective clothing, e.g. riding cap and gloves are recommended. Not allowed are tie downs, martingals or rubber horn wrap.

In all competitions where cattle are caught, Breakaway Hondas are compulsory. The judges are motivated to check this before the run.

If a horse is borrowed, the rider will have to reimburse at least half the expenses that the horse has cost the owner for this event.

2. Events

0.1 Greenhorn Groundwork

Timelimit	6 minutes
Task	The "Greenhorn" class is reserved for beginners in Dummy Ranch Roping. The goal is to catch the dummy from any of the 8 positions with a Sidearm, Offside, Overhand or Sidearm Open.
Participant	Beginners who never competed in any roping competition.
Distance	The distance to the dummy center is about 3 1/2 meters.
Points	Every valid catch counts as 2 points.

1.1 Advanced Groundwork

Timelimit	8 minutes
Task	The goal is to catch the dummy from each of the 8 positions with following shots around the neck. Sidearm, Offside, Overhand, Sidearm Open, Backhand Forward, Backhand Reverse, Houlihan, Houlihan One Swing. Each Shot 2 times only.
Participant	This event is for Advanced.
Points	Headshot after shotlist counts only if cow was separated from the herd and dally was performed. (see Penalty)

1.2 Advanced Trail & Breakaway

Timelimit	8 minutes
Task	First part is a trail with easy obstacles and roping tasks on horseback. Mobile dummy may be used here. At the end the participant must decide between two tasks: 1. To head a cow out of the group and open the rope with a dally. 2. Move the cow through one obstacle. The pattern will be determined on location and will be adjusted to the level of participants.
Participant	This event is for Advanced. 1 helper on horseback is allowed.
Points	Headshot after shotlist counts only if cow was separated from the herd and dally was performed. (see Penalty)

2.1 Vaquero Groundwork

Timelimit	8 minutes
Task	In the "Vaquero" class, the distance to the dummy head shots is at least 5 m and for Hipshots at least 4 m (for exceptions we refer you to the shotlist). The distance can be extended at the discretion of the Roper. For heelshots, the distance to the hind legs is about 1m (at the discretion of the Roper). After the Roper has thrown the 8 headshots (P1-P8), the hind legs are caught with 3 hip shots and 3 heel shots. Each participant will fill out a list of the throws that he will use in different positions. The throw is announced by the judge before the performance. A correction is not permitted.
Participant	Very experienced Roper.
Points	Points according to shotlist. Points for Overall European Champion.

2.2 Vaquero Horseback

Timelimit	8 minutes
Task	In this category, the rider is on horseback. The rider makes 3 head shots from three different positions, the distance is 4 meters. Then 3 different hip shots, distance 4 meters, and finally 2 different heel shots. Each participant will fill out a list of the throws that he will use in different positions. The throw and position will be announced by the judge before the performance. A correction is not permitted.
Participant	Very experienced Roper.
Points	Headshot after shot list counts only if cow was separated from the herd and dally was performed. Points for Overall European Champion. (see Penalty)

2.3 Vaquero Breakaway

Timelimit	3 cows or max. 5 minutes
Task	-The rodear line is marked in the sand. -The cow should be roped around the neck. (Headshot) Points count according to shotlist. a) Cow should be clearly separated from the herd with the breakaway rope attached and should stand still briefly (approx. 2 Sec) before dally. (= simple shot points for this cow) or b) Cow can be moved separately over the rodear line with the breakaway rope attached and should stand still briefly (approx. 2 Sec) before dally. (= double shot points for this cow) - Breakaway must be solved by dally otherwise no points for this cow. - Only roped cow is allowed to cross the rodear line.
Participant	Very experienced Roper. No Helper
Points	Headshot after shot list counts only if cow was separated from the herd and dally was performed. Points for Overall European Champion. (see Penalty)

3.1 - 3 Man Team – Extreme trail

Timelimit	8 minutes
Task	3 riders form a team. Two team members must head and heel a mobile dummy. Then a certain number of cows have to be moved over obstacles (bridge, gate....). At the end all cows need to be back in their pen to end the test. Pattern will be determined at the event.
Participant	3 ropers from Vaquero, Advanced Horseback and Senior.
Points	Points by shotlist. There are points for every task. Shot counts only if dally was performed.

3.2 - 3 ManTeam - Heading&Heeling

Timelimit	3 headshots or 5 minutes
Task	The whole herd is in the arena. Within 5 minutes 3 cows need to be headed or heeled. Bonus points per cow are given for separating them over the line with a headshot. Only caught cows are allowed to cross the rodear line.
Participant	3 ropers from Vaquero, Advanced Horseback and Senior.
Points	Points by shotlist. There are points for every task. Shot counts only if dally was performed.

4.1 Ladies' cup

Timelimit	8 minutes
Task	True to the motto "Cowgirls do it better". Here is your class. In this competition, the distance to the dummy center is 4 meters. The goal is to catch the dummy from any of the 8 positions with any throw (See Vaquero shot list Headshots) around the neck. Each participant will fill out a list of the throws that she will use in different positions. The shot is announced by the judge before the performance. A correction is not permitted. Each shot may only be shown 3 times.
Participant	Ladies' only
Distance	4 meters
Points	Points according to shotlist.

5.1 Vaquero Breakaway Senior Class

Timelimit	3 cows or max. 7 minutes
Task	<p>-The rodear line is marked in the sand. -The cow must be roped around the neck. (Headshot) Points according to shotlist.</p> <p>a) Cow must be clearly separated from the herd with the breakaway rope attached and should stand still briefly (approx. 2 sec.) before dally. (= simple shot points for this cow) or b) Cow can be moved separately over the rodear line with the breakaway rope attached and should stand still briefly (approx. 2 sec.) before dally. (= double shot points for this cow)</p> <p>- Breakaway must be opened by dally otherwise no points for this cow. - Only roped cow is allowed to cross the rodear line.</p>
Participant	Very experienced Roper. No Helper
Points	Headshot after shot list counts only if cow was separated from the herd and dally was performed. Points for Overall European Champion. (see Penalty)

6.1 Team Parcours

Timelimit	Time as tie
Task	<p>This class is run in pairs (in a team of 2). Different dummies are caught by the Header and then by Heeler. By the headshots, the dummy has to be caught around the neck . For the heel shots, the loop must be placed in such a way that the animal would step into the loop when going forward. Shots can be chosen freely. Header and Heeler can exchange their position at any time. Points are given according to the Vaquero shotlist. Each greenhorn and kid gets one point extra per catch.</p>
Participant	Each participant is only allowed to start once
Points	Headshot after shotlist counts only if cow was separated and dally was performed. Points for Overall European Champion. (see Penalty)

3. Judges and general rules

3.1 Judges

The decisions of the judges are binding. There is only one score per judge team. The judges are responsible for the timing and clearly announce the start and finish. The time is recorded on the score sheet and can be used by the judges in case of tie.

3.2 General rules

If the prescribed time in the run has expired, the run is terminated and the points obtained up to this time are counted.

All points from pre-runs and finals are added together. In case of equal point the ropers have to rope again in the least successful run. This is only for the finals and the first place. Otherwise double placement is possible.

Protests must be submitted in writing to the organizer. Galloping is permitted only when the rope is fixed to the cattle but it leads to point deduction. Each run may only be thrown with one rope, change of ropes during the run is not permitted.

3.3 Shots

All shots and points can be found in the shotlist. Further shots can be agreed with the judge and /or the Ranch Roping team and points can be defined. Other participants must be informed about these shots.

Headshot:

The loop must be thrown around the neck of the dummy, but must not be drawn tight. On the cow the loop must be thrown around the neck, half the head (a horn and muzzle), or the shoulder (neck and foreleg).

Heelshot:

In case of a shot around the hind legs, the loop must lie in front of the hind legs so that the animal would enter into it during the procedure and be caught on both legs. If the loop is thrown so that only one leg is caught, the shot counts as half.

Hipshot:

In case of a shot around the hip, the loop must lie on the hip and in front of the hind legs in such a way that the animal would enter into it during the procedure and be caught on both legs. If the loop is thrown so that only one leg is caught, the shot counts as half.

Invalid:

- The shot is invalid and must not be repeated if:
- a different shot than the announced is thrown.
 - a shot is not allowed for the class.
 - only the horns are caught.
 - the rider drops coils during the run.
 - the distance limit is exceeded.

Additional points:

For good or bad throwing style, the judge can deduct or admit a point.
If a throw is executed as Oneswing, a point is added.

Penalty:

- Fail Shot -1,
- Belly Shot -5
- Wrong Cow -5
- Per Cow Over Line -3
- Gallop -3
- Rimfire-5
- Lost Rope -5
- Bucked off - null score
- Ruthless behavior - null score

Rimfire:

If the rope that runs from the mounted roper to the roped animal comes into contact with another horse(s) or this rope wraps around the other roper's horse.

Horsemanship/Stockmanship:

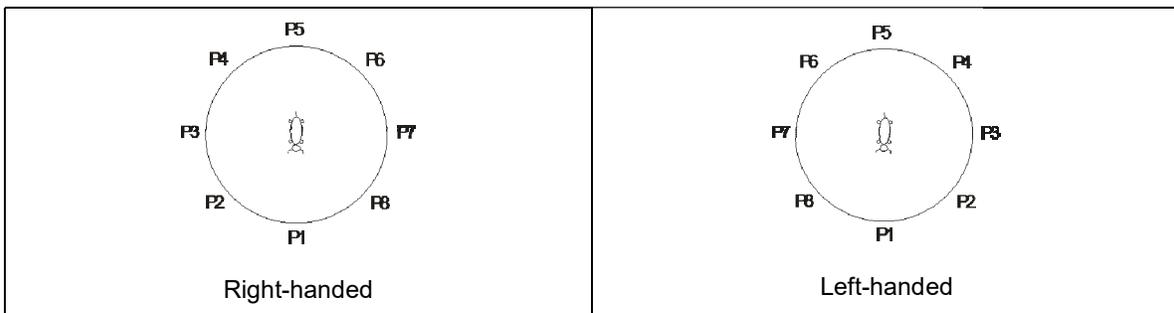
Horsemanship/Stockmanship is valued between -5 and +5 points per horse/cattle run. All team members and assistants in a run are evaluated.

Finals:

The Finals are the best 5 contestants/teams of the combined scores of the Preliminary Run.
All points from Preliminary Run and Finals are added together and present the final score.

General positioning Groundwork:

Around the dummy, a circle is drawn which is divided into 8 sectors (P1 - P8). Start is at position 1 and is continued clockwise (left-handed counter-clockwise). P1 is facing head, P5 is the tail,



3.4 Liability

The organization of the Ranch Roping Competition is not liable for any damages to third parties. Any damage that occurs during the event to humans, animals or plants is not the responsibility of the organization and the Ranch Roping Competition. Participants are responsible for their own liability and insurance. Participation is at your own risk. Parents are responsible for their children.

4. Attachment

4.1 Registration form

Separate download on www.rockingLranch/events

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5. Shotlist

Head Shots:

Head 1	Overhand /Overhead	2 Points
Head 2	Sidearm	2 Points
Head 3	Overhand (Tip over left shoulder)	2 Points
Head 4	Sidearm Open	3 Points
Head 5	Offside	3 Points
Head 6	Backhand Reverse	3 Points
Head 7	Houlihan	3 Points
Head 8	One Swing Houlihan	4 Points
Head 9	Black Well	3 Points
Head 10	Backhand Forward	4 Points
Head 11	Scoop Loop	4 Points
Head 12	Fallen Skirt	4 Points
Head 13	Backdoor	4 Points
Head 14	Marcialo	4 Points
Head 15	Del Viento	6 Points
Head 16	Johnny Blocker / Turn Over / Rodado	7 Points
Head 17	Backhand Forward Turn Over	7 Points
Head 18	Contra Viento	8 Points
Head 19	Ocean Wave / Lazo Del Oro	8 Points

Hip Shots:

Hip 1	Left To Right / Sidearm Hip	2 Points
Hip 2	Backhand Reverse Hip	3 Points
Hip 3	Backhand Forward Hip	4 Points
Hip 4	Right To Left /Scoop Loop	4 Points
Hip 5	Straight Behind Hip	4 Points
Hip 6	Sidearm Over The Hip	4 Points
Hip 7	Offside Over The Hip	4 Points
Hip 8	Fallen Skirt Hip	4 Points
Hip 9	Left To Right Over The Hip	4 Points
Hip 10	Left To Right Over The Hip (Reverse)	4 Points
Hip 11	Backhand Over The Hip Forward	5 Points
Hip 12	The Ears	6 Points
Hip 13	Johnny Blocker/ Turn Over Hip	7 Points
Hip 14	Backhand Forward Turn Over Hip	7 Points
Hip 15	Del Viento Hip	8 Points
Hip 16	Contra Viento Hip	10 Points

Heel Shots:

Heel 1	Basic Heel Trap /Overhand Heel Trap	2 Points
Heel 2	Sidearm Flank Shot /Sidearm Heel Trap	2 Points
Heel 3	Backhand Heel Trap	3 Points
Heel 4	Reach And Measure Backhand	4 Points