

RULES OF ROPINGS 4 ROPERS, INC

A1 R4R is proud to announce the beginning of a new era in team roping! R4R is an association that is going to put its membership ahead of the rest. Our main goal is to keep the money with our member's and allow them to reap the benefits of their participation. R4R feels that with its strong support system that includes: Sponsors, Contestants, Stock Contractors, and Arena Operators, we will be able to provide a sport that is enjoyable, affordable, and profitable for all levels of participants. This participation is going to include a format that will allow for the standardization of amounts to be taken out of the pot for association fees, awards, and stock charges. In doing this we feel that the roper can count on pay-off consistency, posted results and accounting of roping results.

R4R MEMBERSHIP

- B1** Membership: \$75 for individuals, \$120 for a family and \$20 additional for a double number per individual. If paid by January 15th, all ropings attended after previous years cut off will count for the upcoming year. A family membership is for spouses and their children under the age of 18. You may also purchase a day permit for \$25 per day (points earned roping with a permit will not count for finals).
- B2** New members may have up to a six (6) month temporary number issued in order to compile enough statistical information to properly analyze his or her R4R number.

CLASSIFICATIONS OF R4R NUMBER SYSTEM

- C1** R4R members will be rated from a #1 to a #7 for Headers and from a #1 to a #9 for Heelers.
- C2** #1 True Beginner. This person is learning how to ride and swing a rope. Inexperienced rider with little roping experience. This roper may have difficulty controlling their horse and rope simultaneously, new to competition.
- C3** #2 This roper has increased his catch percentages and has become more comfortable roping from horseback but lacks the skills to have control over any aspect of the run. This instability prevents making necessary adjustments during the course of the run, which leads to inconsistency from one run to the next.
- C4** #3 Header catches more than misses and handles cattle with more consistency. This rider rides a more conservative barrier so most of his /her catches are well down the arena. Heeler can sense being in time with the steer, which allows for a better catch percentage. Reaction time may be slower making it difficult to adjust to faster runs. Beginning to develop a pattern from one run to the next, but struggles with consistency.
- C5** #4 Header catches majority of steers around the horns. Better at the barrier, this roper is turning steers where the heart of the roping is taking place. Handles steers more consistently allowing heelers to catch more easily. Typically rides to the hip of the steer before taking a throw and therefore does not take time out of the run. Heelers know when they are in time with the steer. Better horsemanship and better rope handling skills allow them to make adjustments during the course of the run in order

to time up with the steer. Timing is more automatic so roper seldom will completely miss a steer, although they will frequently rope a leg.

- C6 #5** Header can dictate the speed of the run. Skilled at riding the barrier, he/she will catch most steers in the upper third of the arena. This group consists mostly of the better headers in the amateur ranks of rodeo. Heeler has sound horsemanship and sound rope skills which allow this heeler to catch most of their cattle by two feet. This roper sets the run up by using a wide angle relative to the steer and rides aggressively through the corner. Competitive jackpot heeler.
- C7 #6** Header is on the professional level and rides a barrier extremely well regardless of the length of the score. They consistently rope a stride back of the steer, with excellent horsemanship skills they control both the steer and the speed of the run. Rodeos both amateur and professional. Heeler rides higher and tighter horse position relative to the steer and consistently catches their steers on the third or fourth jump. Competitive jackpot heeler with skills suited for the amateur ranks of rodeo.
- C8 #7** Header has the unique ability to control the run regardless of the roping conditions. They ride superior horses which allow them to make the most of any steer they draw. This roper generally ropes for a living and/or is among the best in the world. Heeler is a roper that rides the corner looking for position that enables him to rope as the steer leaves the corner. This aggressive position allows him to rope most steers by two feet on the first or second jump.
- C9 #8** Heeler rides the corner looking to rope the steer on the first legal jump and has the calculated ability to make up time on any given run. Superior horsemanship and rope handling skills allow him to rope most steers by two feet on first or second jump.
- C10 #9** Heeler has the consistency to catch two feet and make up time on every given run. This roper would generally rope for a living and/or is among the best in the world. NFR quality heeler.
- C11** First time applicants are encouraged to be temporary until the data has been collected and reviewed by the competition committee. Any temporary classification number is subject to change or correction by the competition committee at any time.
- C12** Numbers will be reviewed quarterly by competition committee using R4R ropers statistics.
- C13** A ropers number may be changed at anytime.
- C14** Numbering will be based on statistics generated through results as well as definition of number.
- C15** In order to appeal a number you must submit a letter to the R4R secretary explaining your concerns regarding the number, at which time the competition committee will review and vote.

DIVISIONAL YEAR END AWARDS

D1 Divisional year-end awards for #1, #2, #3, #4 and #5 and above ropers along with Ladies, 50 & Over and 14 and under ropers. Twenty five (25) points will be awarded for participation at a daily event, and one (1) point for each dollar won.

D2 Points will be counted up to the cutoff date in September. Finals will be held the second weekend in October. The finals will not be counted for year end awards.

R4R FEES

E1 No more than 40% plus 1 team will be taken out of roping entries if roping for more than \$15 a man, if roping for less than \$15 a man, 4% and first team will be taken out for association fees and up to 50% may be taken out for stock charge, awards, and production.

E2 Association fees are 4% and 1 team of the total entries, if roping with entry fees of \$50 per roper or more, the R4R fees will be 4% of entries only. If the pot has 20 teams or less the R4R fees will be 4% of the entries only.

E3 100% of association fees and the total of 1 team fees will be used for the finals.

ARENA OPERATORS

F1 Arena producers fee is \$300 per year.

F2 Arena contract must be signed agreeing to R4R rules and regulations naming R4R, Inc as an additionally insured on arena operators insurance..

F3 Producers must be approved by the R4R Board of Directors.

F4 Event dates must be approved by the Board of Directors.

F5 If producer makes an error in payout they have 10 business days to correct error or be subject to placement on the ineligible list and/or fined at the discretion of the Board of Directors.

F6 All arenas must keep data on timing sheet to allow R4R to compile statistics

F7 R4R fees collected from each pot will be 4% of entries plus one team.

F8 In addition to R4R Fees, Arena Producer may charge no more than 36% of each pot for stock charges, awards and production, unless roping fees are \$15 per man or less at which time no more than 50% may be held out for stock charges, awards and production.

F9 All member arenas will deduct the set fee and/or percentage set by the R4R Board of Directors from every team roping pot held during an R4R sanctioned day of roping and forward these fees along with the roping results, timing sheets and participation lists to the R4R secretary within 5 days of each event.

F10 Arena operators have the option of allowing #3 and under male heelers over the age of fifty five (55) years of age or any female roper over the age of twelve (12) years of age to tie on hard and fast.

F11 Sponsor recognition must be given by announcements at every R4R event.

F12 Arena owners will list R4R Inc. as additionally insured on arena insurance policy.

STEPS FOR A PROTEST

- G1** Notify the flagger or authorized representative during the roping.
- G2** Arena Operator and flagger will determine and decide the status of the protest.
- G3** If not resolved, the Arena Operator will directly inform the affected roper of the protest.
- G4** All winnings of the protested roper and his partner will be held until the protest is settled.
- G5** The Arena Operator must inform the R4R Board of Directors of the protest within 48 hours of the protest.
- G6** In no longer than 1 week of the protest the R4R Board of Directors must make a decision on the protest and notify the roper and the Arena Operator by certified mail of that decision.
- G7** If the Arena Operator is able to resolve the protest during the roping by checking with the R4R secretary, only a member has the right to appeal the Arena Operators decision to the R4R Board of Directors. The member has the right to appeal in writing.

INELIGIBILITY

- H1** Any roper observed abusing an animal or person at any R4R sanctioned event by anyone and asked to stop and does so will not be fined unless it happens again at another time or place, at which time they will be fined. If they are asked to stop and fail to do so and also become defiant, they will be ejected from the event and fined a minimum of \$100 the first time and be given a one (1) year suspension the second time.
- H2** If an arena operator overpays a roping, affected ropers will have thirty (30) days to correct the erroneous payoffs or be subject to placement on the ineligible list and/or fined at the discretion of the R4R Board of Directors.
- H3** Any roper that has been banned from any Arena or property will be ineligible to compete at or attend that R4R sanctioned event.
- H4** Any roper that has a check returned for any reason will be placed on an ineligible list until the funds are made good. If a roper bounces a check twice, they will be placed on a cash only basis.

PENALTIES

- I1** Penalties can be assessed to any roper that ropes or enters knowingly out of classification. The penalty for the first offense will be \$100 plus he must pay back all winnings of the roping in question within thirty (30) days of the date of the infraction. The penalty for the second offense will be suspension from roping in R4R Arenas. If these fines are not paid the roper will be placed on the ineligible list until they are paid.

R4R GROUND RULES

- J1** Only two (2) loops per team shall be allowed. Roping steers without turning loose of the rope will be considered a no catch. Roper must dally to stop a steer. If steer is roped by one horn, roper is not allowed to ride up and remove the loop or put the loop over the other horn or head with his hands.
- J2** Three legal head catches 1) Around both horns; 2) Half a head; 3) Around the neck. If 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.
- J3** If a rope is caught on any moving part of the barrier or the chute, the team will get a clean steer at the end of the go.
- J4** Any questioned catches will be decided by the flagger. If the field judge tells the header to hold the steer so the flagger may inspect the head catch, and the header does not do so, the team may receive a no time.
- J5** Crossfire. The header must have control of the steers head and the steer must complete the switch before the heeler can legally deliver his or her rope. Any heel loop delivered before the completion of the switch is considered a crossfire and is illegal. In a situation where a steer sets up, at no fault of the roper, the heel loop can be thrown at any time once the header has control of the steer.
- J6** 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.
- J7** Should a header rope any leg, it's an automatic no time. Under no circumstances will the header be allowed to fish out the leg.
- J8** A dropped rope that must be recoiled is considered a thrown rope.
- J9** 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.
- J10** It is allowed that a #3 and under male heeler fifty five (55) years of age or older or any female heeler #3 or below, may tie on hard and fast. Under no circumstances will any header be allowed to tie on. Children twelve (12) years and younger may NOT tie on. It is illegal to dally over the top of a tied on rope or tie on device, the result is an automatic disqualification.
- J11** When your steer crosses the line, he is considered yours, unless you declare a broken horn and not throw your head loop and the horn is in fact, broken. If the horn is not broke, it will be considered a no time.
- J12** Any malfunction of the clocks or barrier will get you a clean steer at the end of the go.
- J13** If the flagger says of his own accord he made a mistake; the team will get a clean steer at the end of the go.
- J14** Any question about a time or a flag must be brought to the officials attention with in 2 teams of the run in question.
- J15** If a steer gets turned out in the high teams and the line judge says the header did not call for the steer, then the team will pick from the next two (2) steers. If the judge says that the header did call for the steer, then it will be a no time. If a steer is turned out in

any goes other than the high teams, without the header calling for it, then the team will run at the end of the go.

- J16** All ties will be settled by a rope off in which each tied team must rope, unless both teams agree to other means of settling the tie. In case of high money awards, both ropers must rope it off with any of their other partners in that division unless the tied ropers agree to other means of settling the tie.
- J17** The decision of the judge/flagger will be final. However, R4R Competition Committee or Arena operator may appeal to the judge on behalf of the team for a review of the call in question. A judge/flagger has the authority to request that any person be excused from the arena if that person, in the judges opinion, is interfering with the contest event.
- J18** Should the communications concerning issuance of a penalty or lack of penalty between the judge/flagger and the time keeper be incorrect, either team roper may immediately point out the mistake to the judge/flagger. In addition, if the ability of the team to compete was impaired by physical conditions in the arena or physical condition of the steer, they may appeal to the judge/flagger immediately. Upon making this appeal, the judges/flaggers decision concerning the matter is final at that point. Should the appeal not be upheld, the team is required to leave the arena immediately following the decision, and may make an additional appeal to the sanctioned producer. If the sanctioned producer overrides the decision of the field judge, at any time for any reason, the producer is required to inform any R4R director and flagger of that decision and the circumstances surrounding that decision. The field flagger or judge has an obligation to control the domain within the boundaries of the arena.
- J19** A steer belongs to the ropers when called for by the header. Except for mechanical failure the team accepts the situation “as is” regardless of what happens.
- J20** If the contestant is visibly fouled or he can visibly see that he is , or will be fouled, he must declare himself by pulling up or attempting to pull up and not try to go on with the contest. If he does not declare, he accepts the situation the way it is.
- J21** If any animal escapes from the arena, flag will be dropped and time stopped. Contestants will get animal back for a lap-and-tap start (no Barrier), and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the field judge will be final.
- J22** ANIMAL ESCAPES HEADGATE-If the gate fails to open in the first attempt, gateman must stop and wait for another nod from the roper. Whatever happens prior to this nod is not to be considered, (horse cannot break a barrier before he roper calls for the animal). If the chute hand inadvertently releases a steer, the header has the option of taking the next steer into the chute, or burning that steer and taking the next.
- J23** VISIBLY INJURED ROPING STOCK- If the roping stock is visibly injured as the run begins, including a broken horn, the team must declare themselves by pulling up immediately.
- J24** BROKEN HORN-If in the opinion of the judge a non-visible broken horn existed prior to the beginning of the run, he has the option to declare a rerun. However, no rerun will be given where clearly the broken horn was caused by the run itself, or if the judge suspects the broken horn occurred during the run. If the run is completed and

time taken, even though a broken horn is clearly visible, time shall stand and field judge will remove that animal from draw.

J25 RUN STOPPED BY THE JUDGE-Judge may stop a run at anytime he observes an injured animal, to remove that animal from competition. This action will result in a rerun for contestants.

J26 SPORTSMANSHIP-R4R producers reserves the right to disqualify any roper who does not act in a sportsmanlike, reasonable, or professional manner. Disqualified ropers forfeit all fees.

J27 HEELER BARRIER-The heeling barrier shall be no more than 5' less of the heading barrier.

J28 HUMANE TREATMENT OF ANIMALS-If a R4R roper excessively abuses an animal by any unnecessary non-competitive or competitive action, he shall be disqualified and forfeit all entry fees. The 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.

FINALS GROUNDS RULES

K1 R4R member must attend ten (10) R4R ropings and be in good standing in order to compete in the R4R Year End Finals.

K2 Any abuse of horses or steers at the Finals will be a no time and/or disqualification from the Finals. Any unsportsmanlike conduct or language may result in the same actions. The flaggers decision and/or Director's decision is final!

K3 Dress code will be western attire, boots, long pants and shirt with sewn on collar.

This rule book is subject to change by the Competition Committee.

Revised April 15, 2011