

Northern Range Ranch Roping Series
Official Rules and Points
2005

GENERAL

1. Time limits – 2 minutes to head, 4 minutes to complete run.
2. If calf is headed, heeled, and ground work completed in under one minute the team receives 3 extra points; if under 2 minutes the team receives 2 extra points.
3. Time stops when both ropes are tight and the ground man is off the calf.
4. Rim fire: A rim fire is 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's horse. Team is disqualified.
5. No loping. Loping is a disqualification.
6. Improper handling: 1 to 5 point penalty at judge's discretion. Up to two warnings will be given, after which the team is disqualified.
7. Lost rope: 5pt. penalty.
8. Rope on horn: any time a roper dismounts in the arena for any reason, he/she must throw their rope to the ground first, or that team is disqualified.
9. Any conduct deemed to be unsportsmanlike by a Director, Officer or Judge will result in the termination of the offender's membership and all rights of that membership.
10. A loop must leave the roper's hand before it reaches the animal in order to count for points.
11. Rope swap: Rope swap has no penalty. Ground person may swap either with header or healer. If one foot on a double hock is lost in the process, one point is lost.
12. Ropes: Only one rope per roper may be carried into arena.
13. A substitute ground person may be used if a team member has a physical limitation. Substitution must be approved by judge. When a substitute team member is used in the Open division, the physically limited person must remain mounted. Only one person is allowed to work the ground. No more than 4 team members are allowed in the arena.

14. Judges decisions: All judge's decisions are final

HEADING

1. All three ropers must head.
2. Stop-and-Face: After the calf is headed, the calf faces up to the header and stops. +3pts if accomplished, but no disqualification or penalty if not accomplished. Stop-and-face cannot be called after a heel loop is thrown.
3. Cattle Roped Deep: If calf is roped deep, the rope can be DROPPED (not LOST) by the header. This will count as a miss, and the next headshot will count for 6 points. Deep loop must be pulled clear after calf is on the ground before time can be called.
4. If wrong calf is roped, the rope can be removed and team may continue. Time is not stopped.
5. If a rope breaks AFTER the stop and face has been called, it will be considered a miss, the 3 points for the stop-and-face will apply and the qualifying headshot will be taken at face value. 2 minute time limit still applies.
6. 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 for six points, and the second rope must be pulled clear after the calf is on the ground before time is called.

HEELING

1. 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. 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 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.
2. If a roper dallies on one high hock, it is considered improper handling, with 1 to 5 point penalty at the judge's discretion.
3. 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.

OPEN

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

NOVICE

1. The Novice division is for women any age, children 14 yrs. and under and anyone who hasn't won money in the open.
2. Women and children 14 yrs. and under may enter the novice at any time. All others are advanced to the Open division if they win money in Novice or Open.
3. A Novice team is: One open roper and two novice ropers OR three novice ropers. No more than one open roper per team is allowed in the Novice division. Novice teams must identify their Open roper to the judge upon riding into the arena for the first time.
4. Novice may have a fourth person to help with ground work without Judge's approval. Both ground people must be working the same end of the critter. No more than 4 team members are allowed in the arena.
5. Two minute heading time limit does not apply to Novice division.

POINTS

HEAD SHOTS

Del Viento/Turnover	14
Scoop	10
Houlihan/Backhand	10
Offside Overhand	8
Overhand	6

HEEL SHOTS

Contra-Viento	17
Del Viento	15
Backhand over hip	14
Backhand Straight behind hip	14
Forehand over hip	13
Scoop hip	13
Backhand hip	12
Strait behind hip	12
Johnny Blocker Trap	10
Standard hip	10
Backhand trap	8

Overhand trap	6
ADDED POINTS	
Step over	1
Judges Discretion	+ or - 2
DELETED POINTS	
Missed shot	-2
Improper Handling	-1 to -5
One heal	-1
Lost rope	-5
Rim Fire	Disqualification
Lope	Disqualification
Rope left on saddle	Disqualification