



# Ranch Roping Competition

## Rules for competition

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# 1. Events

## 1.1 Greenhorn Groundwork

<b>Timelimit</b>	6 minutes
<b>Task</b>	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 Side Arm Open.
<b>Participant</b>	Beginners which never competed in any roping competition.
<b>Distance</b>	The distance to the dummy center is about 3 1/2 meters.
<b>Points</b>	Every valid catch counts 2 points.

## 1.2 Advanced Groundwork

<b>Timelimit</b>	8 minutes
<b>Task</b>	The goal is to catch the dummy from each of the 8 positions with following shots around the neck. Sidearm, Offside, Overhand, Side Arm Open, Backhand Forward, Backhand Reverse, Houlihan, Houlihan One Swing. Each Shot only 2 times.
<b>Participant</b>	This event is for intermediate.
<b>Points</b>	Points by shotlist.

## 1.3 Breakaway from the Ground

<b>Zeitlimit</b>	8 Minuten
<b>Aufgabe</b>	It is caught from the ground in a small herd. A maximum of 3 cows should be caught in a specific order.
<b>Teilnehmer</b>	This event is for beginners and intermediate.
<b>Punkte</b>	<ul style="list-style-type: none"><li>- Forward swing = 1 Punkt</li><li>- Backward swing = 2 Punkte</li></ul>

## 1.4 Vaquero Groundwork

<b>Timelimit</b>	8 minutes
<b>Task</b>	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 refer to the throw list). The distance can be extended at the discretion of the Roper. For heel shots, 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 the with 3 heel shots. A One Swing is not different shot. (Exception: Houlihan One Swing) Each participant will fill out a list of the throws that he will use in different positions.
<b>Participant</b>	Very experienced Roper.
<b>Points</b>	Points by shotlist.

### 1.1 Vaquero Working Ranch Horse (European Championship Single Run#1)

<b>Timelimit</b>	8 minutes
<b>Task</b>	The participant sorts a given cow from a pen into the arena. The cow should now be stopped at specified points at the fence. The cow should then be caught by the neck and stopped again in two points on the fence or should be circled with the rope on the cow. Rope should be released in a controlled manner with Dally so that points count for the throw.
<b>Participant</b>	Very experienced Roper horseback.
<b>Points</b>	Points by shot list. Points for Overall European Champion. (see Penalties)

### 1.5 Vaquero Breakaway Efficiency (European Championship Single Run#2)

<b>Timelimit</b>	5 minutes
<b>Task</b>	Catch as many cows as possible by the neck. (headshot) Remember: Horsemanship and Stockmanship will also be judged. Breakaway must be solved by dally otherwise no points for this cow.
<b>Participant</b>	Very experienced Roper horseback.
<b>Points</b>	Points by shot list. Points for Overall European Champion. (see Penalties)

### 1.6 Vaquero Breakaway Fancy (European Championship Single Run#3)

<b>Timelimit</b>	3 cows or max. 6 minutes
<b>Task</b>	<ul style="list-style-type: none"> <li>-The rodear line is marked in the sand.</li> <li>-The cow should be roped around the neck. (Headshot) Points count according to shot list.</li> </ul> <p>a) Cow should be clearly separated from the herd with the breakaway rope attached and should standstill briefly (approx. 2 Sec) before dally. (=shot points)</p> <p><b>or</b></p> <p>b) Cow can be moved separately over the rodear line with the breakaway rope attached and should standstill briefly (approx. 2 Sec) before dally. (=shot points + extra points)</p> <ul style="list-style-type: none"> <li>- Breakaway must be solved by dally otherwise no points for this cow.</li> <li>- Only roped cow is allowed to cross the rodear line.</li> </ul>
<b>Participant</b>	Very experienced Roper horseback.
<b>Points</b>	Headshot after shot list counts only if cow was separated and dally was performed. Points for Overall European Champion. (see Penalties)

### 1.7 Team Cattle Trail

<b>Timelimit</b>	8 minutes
<b>Task</b>	3 riders build a team. Then a certain number of cows has to be moved through a trail. One Cow should be headed with a breakaway rope. Pattern will be determined at the event.
<b>Participant</b>	3 Roper horseback
<b>Points</b>	Points by shot list. There are points for every task. Shot counts only if dally was performed.

### 1.8 Team Doctoring (European Championship Team)

<b>Timelimit</b>	2 cows or max. 12 minutes
<b>Task</b>	The whole herd is in the arena. 2 cows can be laid down in 12 minutes. (Head/Heel) Extra points for groundwork from the third rider. However, the external ground crew can also be called upon to help. 1 hind leg = throwing points count half.
<b>Participant</b>	3 ropers on horseback. Solid roping! All participants must have mastered the technique and have roped live several times! If there is any doubt, the judges can prevent/cancel the start. No refund of entry fees.
<b>Points</b>	Points by shortlist. Extrapoints for stockmanship and technique.

### 1.9 Team Fun Parcours

<b>Timelimit</b>	Time as tie
<b>Task</b>	This class is started in a team of 2. Different dummies are caught by the Header and then by Heeler. Pattern will be determined at the event. Each greenhorn and kid get one point extra per catch. Each participant is only allowed to start once. From the ground without horses.
<b>Participant</b>	All Ropers
<b>Points</b>	Each shot 1 point. Time is tie.

## 2. General

### 2.1 Description

The aim of the Ranch Roping Competition is to preserve and celebrate the traditional Ranch Roping as it has been practiced on the ranches in western North America for decades.

The experience and the community stand at the forefront of such events. This is to preserve with selection of the location, the examinations, the prizes, ...

This set of rules will be used as the basis for the Ranch Roping. It includes all rules and all examinations offered.

The nominal form with further organizational information can be found in a separate document.

### 2.2 Classes

Greenhorn:	Beginners which never competed in any roping competition.
Advanced:	For intermediate Roper
Vaquero:	For the ranch roping specialists
Team:	All Roper and specialists

### 2.3 Code of Conduct

Horsemanship and Stockmanship are at the top of the competition. The tasks are not about speed but about quality and style. The judges are obliged to impose violations at their own discretion with a disqualification.

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

### 2.4 Liability

The persons responsible for the organization and execution of the Ranch Roping Team assume no liability for third parties. Any damage that occurs during the event to humans, animals or plant are not the responsibility of the Ranch Roping team. Each participant and organizer is responsible for his own liability and insurance.

Participation is at your own risk. Parents are responsible for their children.

### 2.5 Horses and Tack

The participants must ensure that both themselves and the horses are in optimal physical and health condition for participation and that they are adequately insured. Horses with imprecise timing may be excluded from the event after the judges decide. In addition, a valid health and liability insurance, as well as a horse owner's liability insurance must exist.

Horses of all races from the age of 4 years are allowed to start.

For all competitions, Western clothing with hat is mandatory.  
Protective clothing, e.g. A helmet 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 encouraged to check this before the run.

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

### 2.6 Judges and general rules

The decisions of the judges are binding. There is only one score per judge team.

The judges are responsible for the timings and clearly announce the start and the end. The time is recorded on the scoresheet and can be used as tie by the judges if the tie is equal.

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 prerun's and finals are added together.

In the case of point equilibrium the ropers have to rope again in the least performed 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. Is punished with point deduction.

Each run may only be thrown with one Rope, the exchange of the ropes during the run is not permitted.

**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 should be informed about these shots.

**Headshot:**

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

**Heelshot:**

In the case of shots 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, half the score of the throw counts.

**Hipshot:**

In the case of throwing 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, half the score of the throw counts.

The shot is invalid and must not be repeated if

- a different than the announced shot is thrown
- a shot is not allowed for the class
- only the horns are caught
- drop 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 One Swing, 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 ropers horse.

**Horsemanship/Stockmanship:**

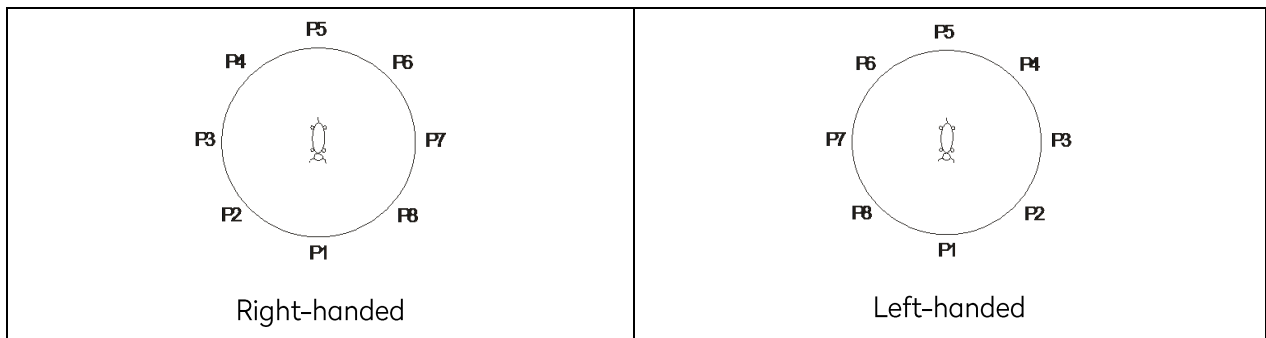
Horsemanship / Stockmanship is valued between -5 and +5 points per horse/cattle run. All team members and assistants in a run are evaluated.

**Finale:**

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:**

A circle is drawn round the dummy, which is divided into 8 sectors (P1 - P8). Start is at position 1 and is continued in the clockwise direction (left hand anticlockwise). P1 is facing head, P5 is the tail, ...



### 3 Attachment

Shotlist

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## 4 Shotlist

### Head Shots:

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

### Hip Shots:

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

### Heel Shots:

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