



Canada's Greatest Cowgirl

Roping Rules

1. In the roping class, the horse will be judged on the box, run & rate, stop, position, degree of difficulty, and eye appeal. Judging begins when the horse enters the arena.
2. Contestants will rope from the box to the left of the chute.
3. An electric eye will be used. The penalty for breaking the electric eye will be 5 points.
4. Contestants must pass through the electric eye before throwing her loop.
5. Contestants have the option to catch and dally or catch and release their rope. Bonus points will be given for those who dally.
6. Contestants on the horse being judged may throw a total of 2 loops within a 90 second time limit.
7. If more than 1 loop is thrown, the rider must recoil and build additional loops as required. If the rider fails to catch and dally or catch and breakaway within the 90 second time limit, she will retire from the arena with -0- score.
8. Contestants are to stay mounted. Loss of rope by the rider is automatic score of -0-.
9. Scoring will be on the basis of 60-79 points, with 70 points being average. Each maneuver will be scored from a plus 1 ½ (excellent), to a minus 1 ½ (extremely poor), in ½ point increments. Eye Appeal and Degree of Difficulty will be scored from a plus 1 ½ (excellent), to a minus 1½ (poor), in ½ point increments. The maneuver scores will be added or subtracted from 70 to come up with the score.
 - Example – **Rider "A"** enters the box. Their horse is quiet, attentive, and well mannered. The rider leaves the box without breaking the electronic eye, ropes the steer quickly, takes the slack out of her rope, horse slides to a stop, and she then lets the rope go. Score is a 72.
Rider "B" enters the box. Their horse is quiet, attentive, and well mannered. The rider leaves the box without breaking the electronic eye, ropes the steer quickly, takes the slack out of her rope, dallies, horse slides to a stop. Score would be higher than Rider "A" as bonus points would be given for the dally **at the discretion of the judge.**
10. Legal catches are both horns, half head or around the neck. If a steer is roped any other way, and the rope can be removed while the rider is still mounted, she may continue to rope within the 90 second time limit. A score of -0- will be given for no catch.
11. Arena is to be clear except for the flagger and help to line the cattle. The flagger's only responsibility is to check for legal head catches, either in the arena or at the catch pen.

12. Only one hand on reins is legal.
13. Romal reins or roping reins are legal.
14. If steer leaves the arena during the 60 second time limit, timer will stop the clock. The contestant will carry time and all major penalties that have occurred up to this point over to the new steer. Contestant will receive the new steer lap and tap. (No electric eye)
15. If a judge awards a contestant a new steer, the run will start over clean with no penalties.
16. If a steer is deemed unusable by a judge or show management, that steer will be removed from the pen of cattle used for the competition. Once the steer has been released from the chute, should the judges deem it unusable, they have the option of blowing the whistle 2 times to signal for a new steer. This may be done at any time during the run, even after the rider has thrown a loop. If the exhibitor intends to accept the new cow, he or she must pull up immediately.
17. The contestant must be on her horse when time is given.
18. In case of a discrepancy, NRCHA Steer Stopping Rules will apply.

Roping - Penalty Points:

2 point penalties:

- Freeze-up in box
- Jumping the barrier
- Scotching

3 point penalties:

- Missing first loop
- Taking off illegal catch

5 point penalties:

- Refusing to enter box
- Breaking barrier
- Rearing up in box
- Running into steer
- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

-0- Score:

- Loss of rope
- Failure to make legal catch
- Fall of horse or rider
- Excessive schooling
- Whipping or hitting horse with rope
- Failure to work in the proper working order

N-E –

- Failure of an exhibitor to attempt to work the pattern

No Score

- Abuse
- Lameness of the horse