



Promoting Big Loop Ropings in the Carolinas



CAROLINA
Ranch Ropers



CAROLINA RANCH ROPERS 2024 RULE BOOK

***THIS IS NOT A SPEED COMPETITION. EVENT IS JUDGED ON SKILL, PRECISION, AND ACCURACY**

***This is a rodeo ranch roping event, points will be assessed for stockmanship, horsemanship, and roping shots. Join us as we return to the days of yore in the true Cowboy Spirit.**

• ATTIRE and EQUIPMENT

- Competitors **MUST** be in traditional cowboy attire.
- Long sleeve western shirt with buttons or snaps, belt or suspenders, jeans or traditional western breeches with suspenders, western hat or helmet, boots. Cotton or leather gloves are permitted.
- Western Saddle with horn *must* be used.
 - Rubber on horn is permitted, slick horns are strongly encouraged.
- Attire encouraged but not mandatory
 - Chaps/chinks/armitas
 - Alamar knot
 - Hobbles on saddle
 - Silver on working tack is ok
 - Tail knots/braided manes and tails are allowed
 - Crouper, back cinch, breast collar
- Tiedowns are permitted, but not encouraged
- Headsetters, draw reins, training forks, martingales, etc. are not permitted.
- Leather loop reins, romel reins, mecates, and split reins are all permitted.
- Competitors may tie on if they wish as long as they have permission from other members of the team.
- Youth competitors may **NOT** tie on.
- Any equine may compete.

• SCORING

- The team with the most points wins.
- Tie Breakers
 - The team with the least amount of penalties will be the first tie breaker.
 - The fastest overall time will be used as a tie breaker in the event the penalties and score are the same.

Scoring Credits

- 5 Points
 - Catching cow with extra coils
 - Catching cow with first loop
 - Common Head/Heel Catch
 - Groundman's horse ground ties
 - Roping from Quadrant 1
- 10 Points
 - Houlihan



- Backhand
- Scoop Loop
- Quadrant 2
- Catching cow while it is standing still
- Whole Team Walk Only
- Whole Team Keeping Cattle on side they started
- Not looking at the horn while dallying
- 15 Points
 - Catching with team's first headshot and/or heel shot
 - Turnover/Johnny Blocker
 - Underhand
 - Overhand
 - Hipshot
 - Quadrant 3
 - Quadrant 4
- 20 Points
 - Del Viento
 - Contra Viento

Scoring Penalties

- -5 Points
 - Tight on High Hocks
 - Only 1 Hind Leg
- -10 Points
 - Disrupting Rodear
 - Rimfire
 - Dropped Rope
 - Running Cow Into Fence
- -15 Points
 - Dismounting in the middle of a run for any reason other than doctoring cow
 - Buckoff
 - Flipping/Tripping cow (first offence)
 - Letting the cow up, before ground man is mounted or has exited the arena.
- 0 Score
 - Not properly letting cow step out of ropes when releasing causing rope to come tight on a leg, resulting in having to re-rope the cow.
- DQ
 - Disregard of animals' wellbeing
 - Abuse
 - Roughing
 - Lack of control of self, equine, or stock

***Scoring awarded by judge is FINAL.**



- **THREE MAN DOCTORING**

- Three-man teams will compete for the highest score. Each team must head, heal, and “doctor” a cow. Scoring is based on proper and special application of stockmanship.
- The event will be judged based on the ability to catch and lay cattle down in a low stress manner.
- There are two divisions:
 - **Open:** For any youth, ladies, amateurs, or open level riders.
 - **Draw incentive:** if you want to come and rope, but do not have a team, we offer a draw incentive for competitors to draw teams.
 - **Ladies:** for Ladies of any age, youth or “mature”.
- **Event Description**
 - A team is given 8 minutes. Team will be assigned one cow which must be roped about the head by the first roper, roped by one or two heels by a second roper, then laid down. Third man (who did not rope) must assist in laying the cow down (if the mounted ropers haven’t already) and remove head rope and place about the front legs. If only one back leg was caught by the heeler, the ground man must place heel rope around both hind legs. Once the cow has been stretched out on the ground with all 4 legs within the respective two ropes, the ground man must back away from the cow and raise both hands for the time to stop. After the ground man mounts his horse, or exits the arena, the cow may be released by header and heeler. For the safety of the competitors, there will be a 15 point penalty for any cow released before the ground man is mounted or has exited the arena.
- **Rules**
 - The assigned animal must be headed first, heeled second, all four feet strung in respective ropes, laid down, and marked.
 - No loping by any member of any team at any time before a cow is headed.
 - If any rider of a team lopes at any time prior to the head loop catching a cow, the team will receive a score of 0 on that cow. ONLY a *header* may lope, ONLY to track their cow before taking their dally, ONLY IF necessary. There will be no penalty for a header loping to get their dally as long as the rodear is not disturbed. Please use good judgement and lope ONLY if necessary.
 - There is a time-limit of 8 minutes
 - Failure to complete doctoring within the 8-minute time limit will result in a score of 0.
 - Failure to release ropes properly when letting cow up, making a rope come tight on a leg, resulting in having to re-rope a cow and/or a groundman having to release the leg will result in a score of 0.
 - If the rope comes tight on a leg after the cow is released, but the cow walks out of it, there will be no penalty.
 - Legal head catches: horns, figure 8, half head, neck, and neck plus one/two front legs. A belly rope is not legal, but may be used to hold a cow until a legal head loop is on the animal.



- TRIPPING/FLIPPING THE ANIMAL will result in a penalty (-15) for the first offense or disqualification for the second.
- A loop around the belly may be used to hold the cow until the designated team member has a legal head catch. Then the belly rope must be removed before the time can be stopped for that run.
- Competitors must rope the head of each cow first.
- Each division will have unlimited throws, without disturbing the cattle and rodear.
- All roping must be done while the animal is upright.
- Ladies teams may request additional ground help *before* the start of each round, should they need help laying cows down. Help must be ready at the gate at the start of each round. Any competitor may be selected as additional help, if they are willing. **Groundman *must still help lay cow down*** and remove ropes.
- Disregard of animals' wellbeing, abuse, roughing, lack of control of self, equine, or stock will result in a disqualification.
- Time stops for each cow when ropes are set correctly on all 4 feet, cow is stretched, and groundman has stood, and raised his hands.
- **ONE MAN DOCTORING**
 - One man will compete for the highest score. Each team must head, heal, and release a cow. Scoring is based on proper and special application of stockmanship.
 - The event will be judged based on the ability to catch and lay stock down in a low stress manner.
 - There is one division:
 - **Open:** For any youth, ladies, amateurs, or open level riders who possess the ability to rope, lay a bovine down, and remove the ropes without help
 - **RULES**
 - The assigned animal must be headed first, rope wrapped around 1 or 2 back legs, laid down, and rope removed.
 - Time stops when the rope is removed from the cow, competitor stands and puts hands in the air.
 - No loping at any time before a cow is headed.
 - If any rider lopes at any time prior to the head loop catching a cow, the competitor will receive a score of 0 on that cow. A competitor may lope, after the bovine is headed, **ONLY** to track their cow before taking their dally, **ONLY IF** necessary. There will be no penalty for a header loping to get their dally as long as the rodear is not disturbed. Please use good judgement and lope **ONLY** if necessary.
 - There is a time-limit of 8 minutes
 - Competitor must have a head loop on in 2.5 minutes
 - Failure to complete doctoring within the 8-minute time limit will result in a score of 0.
 - Failure to release ropes properly when letting cow up, making a rope come tight on the cow, resulting in having to re-rope a cow and/or a groundman having to release the leg will result in a score of 0.



- If the rope comes tight after the cow is released, but the cow walks out of it, there will be no penalty.
 - Legal head catches: horns, figure 8, half head, neck, and neck plus one/two front legs. A belly rope is not legal, but may be used to hold a cow until a legal head loop is on the animal.
 - TRIPPING/FLIPPING THE ANIMAL will result in a penalty (-15) for the first offense or disqualification for the second.
 - A loop around the belly may be used to hold the cow until the designated team member has a legal head catch. Then the belly rope must be removed before the time can be stopped for that run.
 - Competitors must rope the head of the cow first.
 - Competitors have unlimited throws, without disturbing the cattle and rodear.
 - All roping must be done while the animal is upright.
 - Disregard of animals' wellbeing, abuse, roughing, lack of control of self, equine, or stock will result in a disqualification.
 - Time stops for each competitor when the cow is laid down (after being roped about the head, wrapped around the hind legs (or leg), ropes removed, and competitor is standing with hands up.
 - The competitor with the most points wins.
- **BREAKAWAY**
 - A competitor must rope a cow about the head, **dally**, and break the **breakaway honda** for the time to stop.
 - Breakaway competitors must dally safely and correctly for their catch to be counted.
 - There is a 2 minute time limit to rope, dally, and break the honda.
 - Time will stop when a competitor has a legal catch and dallies to break the honda.
 - If the catch was legal, and the competitor dallied and broke the honda, no more loops are permitted during that 2 minute run.
 - Legal head catches: Legal head catches: horns, figure 8, half head, neck, and neck plus one/two front legs. A belly rope *will be considered a legal catch in the breakaway only, but will not be scored higher than any other legal catches in the previous sentence.*
 - **Failure to head, dally, and break the honda in 2 minutes will result in a no time.**
 - Failure to take a dally to break the honda will result in a no-catch. If the competitor has time left after the honda breaks without dallying, they may rebuild their loop and try again.
 - All other general rules from the 3 man and 1 man doctoring apply.
 - Scoring will be the same.
 - Breakaway competitors may have 2 herd holders.
 - **FOUR Divisions:**
 - Open—For professionals and all other competitors.
 - Professionals may **ONLY** compete in the **open** and are described as competitors who make money competing in roping events, who make money training roping horses, who make money teaching



cattle lessons, who make money raising livestock, who make money using the livestock they own to practice, who teach roping lessons (mounted, on the ground, or otherwise), who are hired out for cow catching or cow working.

- Amateur—For competitors that do not meet open level qualifications.
- Ladies—Any female of any age. If you are a competent roper, with lots of practice, who makes money roping or teaching roping lessons (on the ground or otherwise), please refrain from entering this division.
- Youth—A competitor who is younger than 18 years old as of January first of the competition year. A competitor that does not fit into any of the professional level qualifications. (A competitor in the Youth division may not make money training rope horses, teaching roping lessons, cow catching, etc.)

- **FEES**

- Membership
 - \$20 per person **per show** high point/grounds fee
 - Goes directly to the CRR for yearend awards/finals costs
- Sanctioning Fees
 - 12% to association
 - Goes directly to the CRR for yearend awards/finals costs
- Payout
 - 12% Sanctioning fee
 - 28% Stock fee to producer
 - 60% payback to competitors
- Practice Runs
 - 3 Man Doctoring--\$15/man per run (\$45/team)
 - 2.5 minute limit for head loop
 - 5 minutes to get it headed, healed, front and back legs in ropes
 - Breakaway--\$15/run
 - 2 minute time limit
 - No payback to the competitors in the practice runs.
 - ALL practice run \$ goes directly to the producer to cover cost of livestock, facility, etc.
 - Competitors are encouraged to enter practice runs to help producers and encourage them to produce events in the future.

- **CLASSES THAT MUST BE INCLUDED**

- Open Breakaway-\$35
- Amateur Breakaway-\$35
- Ladies Breakaway-\$35
- Youth Breakaway-\$35
- Open 3 Man Doctoring-\$40/man (\$120/team)
 - \$30/man Draw Incentive (\$90/team)
- Ladies 3 Man Doctoring-\$40/man (\$120/team)
- Open 1 Man Doctoring-\$45/run



- **SEASON AWARDS**

- Season Buckles
 - High Point & Reserve High Point for the following
 - Open Breakaway
 - Amateur Breakaway
 - Ladies Breakaway
 - Youth Breakaway
 - Open 3 Man Doctoring
 - Ladies 3 Man Doctoring
 - Open 1 Man Doctoring
 - Other Season “Awards/Buckles”
 - All Around (most points combined between Open Breakaway, Open 3 Man Doctoring, & Open 1 Man Doctoring)
 - All Around Cowgirl (most points combined between ladies breakaway, & Ladies 3 Man Doctoring)
 - Most Improved (nominations)
 - Lucille Mulhall Award (nominations for the woman doing the most for the sport)
 - John Wayne Award (board awards a non board member who pitches in the most a buckles)
 - Trophy/Plate/Plaque for Horse of the Year (nomination)
 - Finals Awards—Subject to change*
 - Champion & Reserve Champion for the following
 - Open Breakaway
 - Amateur Breakaway
 - Ladies Breakaway
 - Youth Breakaway
 - Open 3 Man Doctoring
 - Ladies 3 Man Doctoring
 - Open 1 Man Doctoring



- **POINTS**

- Points follow each individual
- Points System
 - 1st place—33
 - 2nd place—30
 - 3rd place—27
 - 4th place—24
 - 5th place—21
 - 6th place—18
 - 7th place—15
 - 8th place—12
 - 9th place—9
 - 10th place—6
 - All contestants placing 10th place or below will receive 6 points.
- The competitor with the most points at the end of the season will receive High Point, the second highest point earner will receive Reserve High Point.
- Only the highest score from an individual will be counted for each event. For instance, if a competitor is on three teams and their teams are awarded 3rd place, 4th place, and 8th place, only the 3rd place score will count for each individual (27 points”).
- In the event of a season tie:
 - The first tie breaker will be the competitor who attended the most events.
 - The second tie breaker will be the number of wins.

- **FINALS QUALIFICATIONS**

- For a competitor to qualify for finals they must attend a minimum of three shows *and* have a minimum of 18 points.