

Optional Local Classes

The following classes are not offered at the district or state level. Rules are provided for use at local shows only.

Roping Classes

Prices for entry in roping classes may vary depending on the price per head from the stock supplier.

Clothing and equipment shall be the same for roping classes as those set forth for the timed events, with the exception that a hat or protective headgear must be worn. The judge has the option to prohibit the use of any equipment he or she considers severe.

Timers will be used. Each roper or team has 60 seconds to complete a catch. Whistle or "time" will be called to dismiss riders after 60 seconds. Times will be announced after each legal catch.

Ropers can enter tie-down roping and breakaway roping.

Contestants must not receive assistance in or out of the arena but may have a helper in the box. The helper must cease assistance after the roper nods for the calf.

Horses in tie down roping, breakaway, and heading horses in team roping must start from behind the barrier. An automatic or hand-pull barrier may be used. The barrier will not be considered broken unless the ring drops within 10 feet of the post. Barrier shall be 32 inches to 36 inches high, measured at center of box.

Barrier judge will have final decision on all calls. Barrier judges should not be changed within a class. Breaking the barrier will result in a 10-second penalty.

Barrier judge will rule on all faulty barrier problems. If the roper obviously beats the barrier and the barrier doesn't break properly, the judge may assess a 10-second penalty.

If the barrier judge rules the rider is fouled by the barrier, the roper gets his stock back, provided he declares himself by pulling up immediately.

Ropers shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt to position the horse behind the barrier to enable roping the animal without leaving the box shall result in disqualification.

The flag or field judge will flag successful catches in breakaway, tie down, and team roping to signal timers to end time.

The flagger shall position himself at the far end of the arena in tie down roping, allowing him to come towards the roper to flag tie. In team roping, flagger shall place himself against the wall on the left-hand side of the roping box, before moving to the field to flag team.

If stock escapes from the arena, the flag will be dropped and watches stopped. Roper then gets stock back, lap, and tap, and time spent is added to new time.

Tie Down Roping

Class Procedure: Exhibitors will rope individually. Contestant must rope steer, dismount, go down rope, throw steer by hand, and cross-tie three legs.

Rope must be hard and fast.

If steer is down when roper reaches it, steer must be let up to his feet and be thrown by hand. If the roper's hand is on the steer when the steer falls, steer is considered thrown.

To qualify as a legal tie, there shall be one or more wraps and a half hitch. Tie must hold three legs for 6 seconds (timed by field judge) to be considered a legal catch. The field judge will time 6 seconds beginning when the roper mounts the horse and steps horse forward to release tension on rope. If the rope has come off calf, 6 seconds will be timed once the roper clears steer. If the tie comes loose or steer gets to its feet before time is called, roper receives no time.

The rope must hold the steer until the roper gets a hand on the steer.

The roper cannot touch the steer after giving the finish signal until field judge signals catch.

The roper may throw only two loops, and this must be done within the specified time limit. If more than one loop is to be thrown, the roper must carry a second rope tied to the saddle, which must be used for second loop.

Ropers carrying one loop and missing, and ropers carrying two loops and missing with each loop will receive a no time.

Roping the steer without releasing the loop from the hand is not permitted.

Contestant must adjust rope and reins in manner that will prevent horse from dragging the steer. Catch rope must be run through a neck rope (foul rope) to prevent horse from running off and dragging the steer.

If the horse does drag the steer, the field judge may disqualify the contestant.

The animal will belong to contestant when he or she calls for it, regardless of what happens, except cases of mechanical failure.

Animals used for this event should be inspected by show management and objectionable ones eliminated.

Breakaway Roping

Class Procedure: Exhibitors will rope individually. Class is similar to calf roping and will follow general rules of tie-down roping. In breakaway roping, a regular rope is tied to the saddle horn or swell with breakable (cotton) string. Time starts at signal of barrier flag, and stops when flagman signals that the rope breaks away from the saddle as a result of a legal catch.

A handkerchief or similar-sized cloth must be attached to the tail of the rope to signal when rope breaks away.

Catch must pass over the head of steer first to be a legal catch.

Legal catch must be cause of rope breaking from saddle. Horse or calf stepping on rope, rider touching rope to free it, or if rope dallies, or will not break free when steer reaches the end of it, will be a no time for the rider.

If roper intends on throwing two loops, he or she can carry two ropes or recoil the first loop. If roper misses with first loop it does not have to be broken away from horn before using second rope.

Team Roping

Class Procedure: Exhibitors will rope in teams. A team is made up of two 4-H'ers from the same age division. A contestant may enter only and receive a time once, but may serve as a header or heeler for any other contestant of the same age as often as they choose. Time will be given to the 4-H'er's name or number that is called.

Only one rope may be carried by each rider. However, each team is allowed a total of three throws. (One roper can recoil one time).

Both header and heeler must catch within one minute from time barrier is broken or no time will be called.

No tied ropes are allowed in team roping.

Time will be taken when steer is roped, both horses facing steer in line with ropes dallyed and tight. Horse's front feet must be on ground, and ropers must be mounted when time is taken.

Steer must be standing up when roped by head or heels.

Each member of the team must head or heel as indicated on entry. Ropers may not switch positions.

Broken rope or dropped rope will be considered no time, regardless of whether time was taken or not.

Roper must dally (wrapped around saddle horn at least one complete turn) before it is considered a dally to stop steer.

All changes in roping order must be made before loading cattle in chutes for event. After stock is loaded, ropers must rope in order listed.

Steers must not be handled roughly at any time, and ropers may be disqualified if judge feels cattle have intentionally been mishandled.

If steer is roped by one horn, roper is not allowed to ride up and put rope over the horn or head with his hand.

A foul catch is called when heeler ropes a front foot or feet in the heel loop. Neither contestant may remove the front foot/feet from the loop by hand. However, should the front foot/feet come out of the heel loop by the time the field flag judge drops his or her flag, time will count.

Legal Catches

- Around both horns.
- Half a head.
- Around the neck.
- Both hind legs/feet

Illegal Catches

- If hondo passes over one horn and the loop over the other.

- Any head catch behind both shoulders.
- Catching only one hind foot receives a 5-second penalty.
- If loop crosses itself in a head catch (doesn't include heel catches).

Costume Class

Only one horse per exhibitor is allowed. Exhibitors may lead or ride the horse, not both. Contestants may each choose a theme and then prepare themselves and their mounts accordingly. Expensive native Arabian and Indian costumes will not be given credit over an inexpensive costume that shows imagination, ingenuity, and clearly represents the efforts of the exhibitor.

Class Procedure: Exhibitors will enter the arena and may parade their horse around the arena before lining up side by side. Specific class procedure will be left up to show management.

The class is designed for FUN and all participants will receive participation ribbons. Evaluation and scoring shall be at in the discretion of show management and/or the judge if local show management chooses to award placings.

No skits or acts including trick riding are accepted. All exhibitors must design the costumes in such a manner as to permit movement at the walk and to be safe. No costume will be permitted to enter or remain in the ring if, in the opinion of the judge, ring steward, or the show management; the costume is deemed to create a hazardous situation for the exhibitor or other exhibitors, the horse or pony involved is unruly to the point of being unable to manage or, as the result of activity during the class, the costume is seriously damaged or deteriorated. The above will be cause for disqualification.

Boots with an appropriate heel must be worn at all times.