



Team Roping

Team roping is a timed event and the only true team event in professional rodeo circuits. It requires close cooperation and timing between two highly skilled ropers, a header and a heeler, and their horses. This event reflects the responsibility of cowboys on ranches when they needed to treat or brand large steers and it was too difficult for one man.

Team ropers start from the boxes, a three-sided fenced area, on each side of the chute where the steer enters the arena. The steer will receive a head start that is determined based on the length of the arena. One end of a breakaway barrier is attached to the steer and stretched across the open end of the header's box. When the steer reaches the head start point, the barrier is released and the header takes off in pursuit of the steer with the heeler close behind. If the header breaks the barrier before the steer completes the head start, the ropers receive a ten second penalty.

The header ropes first and must make one of three legal catches on the steer: around both horns, around one horn and the head, or around the neck. Any other catch by the header is considered illegal and the team will be disqualified. After the header makes his catch, he will turn the steer to the left and expose the steer's hind legs to the heeler. The heeler then attempts to rope both hind legs. If he only catches one foot, the team receives a five second penalty. The clock will only be stopped when there is no slack in the ropes and the horses face one another.

Show What You Know

1) How is the goal of timed events different from roughstock events?

2) What is the job of the "header"?

3) What is the job of the "heeler"?

4) What are the two ways a team be penalized during their ride?

5) What is the one way a team can be disqualified?

6) How will the team ropers stop the clock?
