

TVE Youth Rodeo

Team Roping

Barrier Event

Team Roping

- This is a live animal event for all ages within rodeo
- Each roper is permitted 1 rope, each team is allowed 2 loops
- Header and heeler must dally with the exception of the heeler being a girl in which they can tie off
- Steer must be turned , crossfire rule is in effect
- Contestants are not allowed to change catch by rubbing rope over horns or nose by hand to make a bad catch legal
- Loops may be changed by fishing only
- Horse must be moving out of the box to be a legal catch
- Animal must be on their feet when roped by either end
- Ropers are asked not to rope at steers after being flagged a no time
- There will be two time keepers and judges
- Time starts when the barrier flag breaks and stops when field judge drops the flag
- 60 second time limit
- Back gate (let out) will remain open
- 10 second penalty will be added for breaking the barrier
- 5 second penalty will be added for one rear leg being caught
- 4 run limit per contestant total
- Header and heeler must be faced up to get a time

Legal Head Catches

- Around the horns, neck or half head

Legal Heel Catches

- Any heel catches behind both shoulders is legal if the rope goes up the heels and holds for flagger inspection

Disqualification/No Time

- If animal is not on feet when roped by either end
- Using more than 2 loops per team
- Failure to head the steer before heeling
- Dropped or broken rope
- If either contestant dismounts during run
- Horse is not moving out of box when steer is roped
- Front foot in heel catch
- Crossfire
- If roped in the let out gate
- Any abuse to livestock

Re-Run

If a rerun is given it will be at the discretion of the judge

IMPORTANT INFORMATION:

Make sure your team is complete before deadline- No refunds if header or heeler signs up open and the other end does not sign up

Contestant will only receive points towards the all-around for their highest placing run of the day.

Money will be per placing

All general rules must be followed