



# Kids Dummy Roping

Go Rounds: When a roper successfully catches a dummy, they will advance to the next go round and the Jakesteer will be moved forwards six (6) to twelve (12) inches and then rope again.

Legal Catches: There will be only three (3) legal catches: Around the horns, Half head, and Around the neck. No "fishing" is allowed. The roper has five (5) seconds from the time the rope is thrown to complete the catch or it will be considered a missed attempt. Fishing is defined as not immediately pulling the slack after the throw of the rope. The judge's decision will be final.

Illegal Catches: A catch when the rope is not in contact with any part of the Jakesteer head is considered an illegal catch, i.e. roping the entire jakesteer.

Tie Breaker: Ties will be broken by the roper with the most points. Any ties remaining after the points are considered will participate in a rope off.

Points: A record will be kept on each legal catch.

Horn catch - 3 points

Half Head catch - 2 points

Neck catch - 1 point

Foul: Stepping over or on the barrier (foul) line before the try is completed, will be considered a missed try.

Disqualification: A ropers name will be called three (3) times, if after three (3) calls the roper is not on the barrier line and ready to rope, he/she will be disqualified from the competition.

Winner: The roper who is still in the competition when all others have missed, will be declared the winner in each age group.

# Entry Form For Spicer Gripp Dummy Roping

Child's Name: \_\_\_\_\_

Child's Current Age: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Phone Number: \_\_\_\_\_

