

## CTERA TIE DOWN RULES

Rope must be tied hard and fast. Contestant must rope calf, dismount, go down rope and throw calf by hand and cross and tie any three feet. If calf is down when roper reaches it the calf must be let up to his feet and be thrown by hand. 68 and older roper does not have to get the calf get up if it is down. Rope must hold calf until roper gets a hand on calf. Tie must hold with legs crossed until passed on by the judge.

Roper must not touch calf after given finish signal until field judge has completed his examination. If tie comes loose or calf gets his feet before tie has been ruled a fair one, the roped will be marked a NO TIME. Calf roper will be limited to 30 seconds with out counting any penalties.

There will be 2 timers, a field judge, and a barrier judge. Time is taken between 2 flags.

If there is a right hand box, calf ropers will start from this box. Field judge in calf roping will be provided a stop watch by rodeo secretary.

### CATCH AS CATCH CAN

Two loops will be determined and should the roper miss both, he must retire and will be marked a NO TIME. Roping calf without releasing the loop will be marked a no time. Contestant must adjust rope and reins in a manner that will prevent a horse from dragging calf. If calf roper's horse drags calf over 12 feet, he will be marked a NO TIME. If a ropers horse excessively keep dragging calves or roper trains on his horse at anytime during the run he will be marked a NO TIME. 1<sup>st</sup> offense will result in a letter and a \$100.00 fine with the fine raising \$25.00 for every offense after.

It is the roper's responsibility to make sure he or she has the right calf drawn. Field judge will start the 6 second time limit for calf being tied when the roper takes first step forward after remounting calf horse. **ROPE WILL NOT BE REMOVED FROM CALF AND ROPE MUST REMAIN SLACK UNTIL THE FIELD JUDGE HAS PASSED ON TIE.** In the event a contestant's catch rope is off a calf after completion of the tie, the 6 second time period starts when roper clears calf. Field judge must watch during the 6 second period and will stop watch if calf kicks free using time shown on the watch to determine whether the calf was tied long enough to qualify.

Roper has the right to see the field judge time on the stop watch.

Under any circumstance roper will be disqualified for removing rope from calf after signaling for time, until passed on by field judge.

If roper intends to use 2 loops, he must carry two ropes and must use second rope for second loop.

Weight for calves will not exceed 250 lbs.

All calves must be of the same breed and crossbreeds must be of the same cross.  
Unless otherwise cleared by Arena and Event Directors.

At indoor rodeo's length of score line maybe be no longer than the length of the roping box minus three feet unless otherwise approved by the Arena and Calf Roping Directors.

Neck ropes must be tied with string. No metal snaps or hardware shall be used in the timed events.

If there is a rerun of calves to complete a go ground, rerun must be drawn from all the calves.

If a fresh calf is put into the draw then that calf must be roped and tied down. It will be the discretion of the Calf Roping Director to determine how many times that calf will need to be tied to fit the herd. If the extra calf has been ran in a rodeo before than that calf will not need to be roped or tied but will need to run threw the arena same as the calves in the draw.

It is the discretion of the Calf Roping Director, and or both Judges to hold out any calf in the draw or deem that calf not compete able. Calf Roping Director will follow up with the stock contractor on the next business day.

(2 loops may be used at finals with a 45 second time limit)

AMENDED 11-19-16

AGE GROUPS            40's & 50's rope together using CTERA handicap  
                                 60's & 68+ rope together with no handicap (except 68+  
                                 Gets 3 seconds plus one 10<sup>th</sup> off your age over 68

POINTS: 1<sup>st</sup> 6 times number of contestants  
          2<sup>nd</sup> 5 times number of contestants  
          3<sup>rd</sup> 4 times number of contestants  
          4<sup>th</sup> 3 times number of contestants  
          5<sup>th</sup> 2 times number of contestants  
          6<sup>th</sup> 1 times number of contestants

POINTS TO BE GIVEN IN TOP 6 ONLY (where ever you place in top 6 that is how many points you will receive in your age group)

If you jerk a calf down and you can't get calf up Judge can tell you to continue and tell timers to add 2 seconds to the ropers time.

