Competition Rules

AUSTRALASIAN TEAM ROPING ASSOCIATION

2026-2027

© Copyright ATRA 2026

Contents

INTRODUCTION 6
CLASSIFICATIONS 6
CLASSIFICATION CRITERIA 6
CLASSIFICATION SYSTEM & HALF (.5) CLASSIFICATION SYSTEM 7
CLASSIFICATION CAPS & FLOORS 7
FIRST TIME CLASSIFICATION 7
APPEALS REGARDING CLASSIFICATION NUMBERS 7
INTERIM CHANGES 7
PROMOTERS USE OF ATRA CLASSIFICATION SYSTEM 7
CLASSIFICATION BOARD 7
MEMBERSHIP 8
MEMBERSHIP REQUIREMENT 8
SENIOR MEMBERSHIP 8
JUNIOR MEMBERSHIP 8
TINY TOTS MEMBERSHIP (7 YEARS & UNDER) 9
VETERAN MEMBERSHIP 9
EVENT MEMBERSHIP 9
CLINIC/SCHOOL MEMBERSHIP 9
DEVELOPMENT/TRAINING DAY MEMBERSHIP 9
ASSOCIATE MEMBERSHIP 9
LIFETIME MEMBERSHIP 9
HONORARY MEMBERSHIP 9
NATIONAL FINALS 10
ATRA AFFILIATED ROPINGS 10
AFFILIATED ROPING JACKPOT EVENTS 10
PAYMENT OF FEES 10
LATE FEES 10
RUNNING MULTIPLE TIMES IN AN EVENT 10
ENTERING WITH SAME PARTNER 11
ON SITE ENTRIES (on the day) DRAW-OUT & REPLACEMENT 11
PRE-ENTRY EVENT - DRAW-OUT & REPLACEMENT 11
MEDICAL / EMERGENCY DRAW-OUT PART WAY THROUGH A COMPETITION 11
ATRA POINTS SYSTEM 11
POINTS SYSTEM 11
NATIONAL & REGIONAL TITLES 11

DOUBLE AND TRIPLE POINTS ROPINGS....12
PROMOTERS....13
AFFILIATION....13
AFFILIATED ROPING JACKPOT EVENTS....13
APPROVED SCHOOLS/CLINICS....13
ROPING ADVERTISING RULES....13
FULL GO-ROUNDS....13
PROGRESSIVE....13
PAYOUTS....14
RECOGNISED EVENTS....14
TEAM ROPING RULES....15
LOOPS....15
LEGAL CATCHES....15
QUESTIONED CATCH....15
TIME TAKEN....15
TIE ON RULE....15
CROSSFIRE....15
HEELER ROPES FRONT FOOT....15
HEADER ROPES ANY LEG....15
OPTION TO NOT DALLY....16
DROPPED ROPE....16
ARENA CLEAR....16
OPEN OR CLOSED ARENA....16
ELECTRONIC TIMER MALFUNCTION....16
TIME LIMIT....16
#5 MACHINE TEAM ROPING RULES....16
CENTURY TEAM ROPING RULES....16
ALL GIRLS TEAM ROPING RULES....16
PRO AM TEAM ROPING RULES....17
JUNIOR LOOPER ROPING RULES....17
BARREL RACING RULES....18
DIVISIONAL BARREL RACING RULES....19
LADIES BREAKAWAY ROPING RULES....20
JUNIOR BREAKAWAY ROPING RULES....20
ROPE AND TIE CONTEST RULES....21
DISQUALIFICATIONS....22
STEER WRESTLING RULES....22

DISQUALIFICATIONS 22
STOCK CONTRACTOR RULES 23
RULES TO ENSURE HUMANE TREATMENT OF LIVESTOCK 23
LIVESTOCK 24
CONDUCT RESTRICTIONS AND DISCIPLINARY ACTION 24
SOCIAL MEDIA POLICY 25
PROCEDURES 25
OFFENCES 25
BAD DEBTS 25
DRESS CODE 25
HELMETS 25
FINE FOR BREACH OF RULES 26
MAJOR OFFENCES 26
PENALTY FOR MAJOR OFFENCES 26
CONTESTANT DISQUALIFICATION 26
JUDGING 26
JUDGES PARTICIPATION 26
JUDGES DECISION 26
QUESTIONING A CALL 27
EXCEPTIONS TO QUESTIONING A CALL 27
PROBLEM HORSES 27
QUALIFYING A STEER 27
GROUND CONDITIONS 27
COMPETITION & ANIMAL WELFARE RULES NOT COVERED 27
BARRIER 27
BARRIER FOULS ROPER 27
BARRIER MALFUNCTION 27
LENGTH OF BARRIER 27
BROKEN BARRIER 28
LINE JUDGE 28
HEELER BARRIER 28
ANIMAL ESCAPES 28
ANIMAL ESCAPES HEADGATE 28
MISCELLANEOUS RULES 28
SPORTSMANSHIP 28
HOME VIDEOS 28
DOGS 28

GLOSSARY OF TERMS 29
POSTED PRIZE MONEY 29
AFFILIATE 29
CAP 29
BRIDLE CATCH 29
DOUBLE NUMBERS 29
DRAGGER 29
ELIMINATOR 29
FLOOR 29
FULL GO-ROUNDS 29
PROGRESSIVE 29
INCENTIVE 29
LAP-AND TAP START 29
PIGTAIL 29

INTRODUCTION

The Australasian Team Roping Association Inc (ATRA) is proud to be the Asia Pacific's premier team roping organisation and the official affiliating body for the region's most prestigious team roping events. At the heart of the ATRA is a commitment to **EQUALITY IN COMPETITION –** a core value that has helped shape and elevate the sport.

Through the implementation of a comprehensive **Classification Criteria,** the ATRA provides ropers of all ages, skill levels, and backgrounds the opportunity to compete on a level playing field.

The ATRA is a **"FIT ALL"** organisation, offering opportunities for every team roper – from beginners to seasoned professionals. Whether you're chasing the thrill of competition, the pride of participation, or the rewards of victory, the ATRA has a place for everyone.

CLASSIFICATIONS

CLASSIFICATION CRITERIA

#1 A non-roper, who has no intention of roping.

#2 A beginner just getting started in team roping, and only a breakaway roper. Can only rope the machine, has difficulty controlling both the rope and horse.

#2.5 A beginner just getting started in team roping. Can rope the machine, and live cattle, can control both the rope and horse, struggles to catch live cattle.

#3 Can rope live cattle only, controls both the rope and horse, struggles to catch live cattle but is catching.

#4 A roper with sound horsemanship and rope handing skills, is catching on average to slow steers but struggles on faster cattle.

#5 A roper with good horsemanship and rope handing skills and catching faster cattle. A header who is catching more than they are missing 'but rides the barriers conservatively'. A heeler can sense being in time with the steer but struggles catching many steers in succession.

#6 A roper with solid horsemanship and rope handing skills and catching all types of cattle, slow fast and changing direction, this roper is an NFR quality roper.

#7 A roper with exceptional horsemanship and rope handing skills and catching all types of cattle, slow fast and changing direction. This roper is at the NFR every year. A header that dictates the speed of the run catching in the upper third of the arena, rides the barrier regardless of length. Can reach and catch all cattle, handles their steer, and rides an elite horse. The heeler is a solid catcher with the ability to speed up the run rides and ropes aggressively through the corner and dallying on a short rope.

#8 A roper with exceptional horsemanship and rope handing skills and catching all types of cattle, slow fast and changing direction. This roper is at the NFR every year. A header who ropes all steers slick around the horns, and doesn't miss, this is the elite header. A heeler who ropes all steers by two feet, third of fourth jump around the corner. They can rope consistently on the first or second jump around the corner and dallying on a short rope, this is the elite heeler.

#9 A header and heeler whose number is a 9 in the USTRC or a PRCA NFR qualifier.

#10 A header and heeler whose number is a 9 in the USTRC or a PRCA NFR qualifier or world champion

The purpose of the classification system is to provide for ropers a handicap system, which will allow them the opportunity to compete throughout the country against those of similar skills. The ATRA acknowledges that there is no such thing as a perfect classification system.

CLASSIFICATION SYSTEM & HALF (.5) CLASSIFICATION SYSTEM

The Classification system is used to limit the margin of error in roping divisions. Each roper is classified or rated with a number 1 through 10, according to his or her ability. Your classification number is your ability rating as judged by your peers and/or performance based. To fine-tune the Classification System, ATRA has implemented the half (.5) system. A roper with a half (.5) rating is someone who has proven by performance to have a competitive advantage (or disadvantage) among his or her classification group but is not a full classification number off. The effect of the half (.5) system will further level the playing field by preventing two half (.5) ropers from partnering together unless they give up a division. For example, a #5.5 header won't be allowed to enter the #10 division with a #5.5 heeler. Instead, they will have to enter the #12 division. However, a #5.5 header will be allowed to enter the #10 division with a #5 heeler.

CLASSIFICATION CAPS & FLOORS

The use of a "Cap" i.e., capping a roping in an effort to eliminate participation of higher classified ropers, and a "Floor" i.e., establishing a minimum handicap requirement for ropers entering any specific division will be in use as a means by which to further define the calibre of ropers that are eligible to compete in a given roping.

FIRST TIME CLASSIFICATION

First time applicants are encouraged to seek first time classification recommendations from references such as promoters, instructors or well-known ropers within their area when applying. Upon receipt of applications from first-time applicants, which are not accompanied with references, ropers will receive a temporary classification, which will allow them to be classified based on input from his/her roping peers.
First-time classifications are deemed to be temporary until performance data is obtained. Any temporary classification number is subject to change or be corrected by the ATRA in the event of an inaccurate first-time determination.

APPEALS REGARDING CLASSIFICATION NUMBERS

To be eligible for an appeal, the roper must meet one of the following requirements:

a) Performance profile suggests the roper is struggling to compete.
b) No current performance data on file.
c) The roper has a medical condition that affects their ability to compete (must provide medical records)
d) Believes they have been incorrectly classified

If a roper meets the above requirements, he/she will need to complete the online Classification Review form.
The review will be determined on performance information gathered by the Classification panel to complete the process. If an appeal is granted to lower a roper's classification and the result of doing so allows the roper to become dominant, the ATRA retains the right to immediately return the roper to the previous classification.

INTERIM CHANGES

Final judgment in all classification disputes shall rest with the Classification Panel. The Panel reserves the right to change the classifications of ropers from immediately after the National finals until 30th June the following year, whereby performance data suggests the roper is miss-classified, or whereby the roper exhibits a dominance or clear advantage at the assigned classification or for punitive reasons of the ATRA rules. ATRA Head Office will notify members of changes to their classification number by email.

PROMOTERS USE OF ATRA CLASSIFICATION SYSTEM

Any ATRA promoters shall use the ATRA classification system. If an unclassified roper enters a roping, the promoter has the prerogative to assign a temporary number.
Use of the system obliges the promoter to advise the Classification Panel of any incorrectly classified ropers, high or low, that attend their roping.

CLASSIFICATION BOARD

The Classification Board is a group of individuals developed in each state with the purpose of providing objective feedback on the ability levels of ropers in their area. The groups of individuals that make up the Classification Board are selected in two (2) ways:

1. Some are asked by the ATRA to serve, based on their sound reputation within the roping community, their integrity, and their familiarity with the ATRA classification system.
2. Others are nominated and selected from current ATRA members.

The Classification Board is managed by one (1) key person appointed by the Board of Directors.

MEMBERSHIP

MEMBERSHIP REQUIREMENT

Participation in an ATRA event requires being a Full Financial Member or Event Member of the ATRA. A roper must be able to show proof of current ATRA membership at a jackpot if requested. A Full membership can be completed online or at a Jackpot, an Event membership can only be completed at a Jackpot. Full membership can be purchased at any time during the year, any memberships purchased prior to 1 April each year will expire at the end of the current membership year (30 June). The membership year runs from the 1st July to the 30th June each year.

Participation in an ATRA Jackpot by a roper who does not have a current ATRA membership will result in disqualification of the roper and ropers' teammate. The member of a disqualified team, which had a current membership, shall be entitled to receive a refund of his or her entry fees. The disqualified roper that is not current shall not receive a refund of entry fees and neither member of a disqualified team is eligible for any prize or winnings. The disqualified roper may face disciplinary action decided by the Board of Directors.

By entering an ATRA event, the roper is representing that he or she is compliant with the membership requirements and will compete under the ATRA Rules. Acceptance of an entry by the ATRA or its promoters shall not constitute a waiver of the requirement set forth in this rule. Membership fees will not be refunded as a result of classification or rule disagreements.

Promoters have the option to stipulate only Full ATRA Members can compete at their event. This will need to be advertised on all advertising at least fourteen (14) days prior to the event.

SENIOR MEMBERSHIP

Senior membership is $198.00 this is effective from payment and will expire on the 30th of June each year.
Senior membership includes Personal Accident Insurance but not Ambulance cover.
All memberships paid after 1st April each year will be valid for the remainder of that year and the following year.
Membership privileges include Personal Accident Insurance (not ambulance cover), points accumulation throughout the year, eligibility to win Regional & High Point awards, eligibility to compete at the National Finals and many other additional features. You must be a FULL Financial member at the time of the Jackpot to be awarded points.
All competitors under the age of eighteen (18) must wear a securely fastened helmet when on horseback at an ATRA affiliated Jackpot irrespective if they are competing on a Senior Membership.
Members who are turning eighteen (18) in the membership year 1st July – 30th June) must pay a Senior membership and are not eligible to compete in Junior events for that full membership year.

JUNIOR MEMBERSHIP

Junior membership (children aged between eight (8) and seventeen (17)) is $99.00. You must not turn eighteen (18) in the membership year (1st July – 30th June). All competitors under the age of eighteen (18) must wear a securely fastened helmet when on horseback at an ATRA affiliated Jackpot.

All junior members (under the age of eighteen (18) years of age) that being the 7 Years & Under, 8 Years-Under 13 Years and 13 Years-Under 18 Years age groups), must participate in the correct age groups (i.e. a junior competitor that pays membership in July and is 7 years of age, but is turning 8 within that membership year they must compete in the 8 Years -Under 13 Years age group for that full membership year.

Membership privileges include Personal Accident Insurance (not ambulance cover), points accumulation throughout the year, eligibility to win Regional & High Point awards, eligibility to compete at the National Finals and many other additional features. You must be a FULL Junior member at the time of the Jackpot to be awarded points.

7 Years & Under that are only competing in the 7 Years & Under (Tiny Tots) Barrel Race receive free membership (they must not turn eight (8) within the membership year 1 July – 30 June).

TINY TOTS MEMBERSHIP (7 YEARS & UNDER)

The 7 Years & Under (Tiny Tots) is a free program put together for the youth of the sport.

7 years & Under membership is free to all children under the age of eight (8) Years upon production of a birth certificate to verify age and entitles the junior to participate in ATRA Affiliated Jackpots. Parents/guardians will be required to complete a Membership form on their behalf for them to compete.

7 Years & under Barrel Racers are not required to qualify to compete at the National Finals. Levies are not charged for the 7 years and under Barrel Race.

VETERAN MEMBERSHIP

Required to send a copy of DV card to Head Office.

Veteran membership is $88.00 this is effective from payment and will expire on the 30th of June each year.
Veteran membership includes Personal Accident Insurance but not Ambulance cover.
All memberships paid after 1st April each year will be valid for the remainder of that year and the following year.
Membership privileges include Personal Accident Insurance (not ambulance cover), points accumulation throughout the year, eligibility to win Regional & High Point awards, eligibility to compete at the National Finals and many other additional features. You must be a FULL Financial member at the time of the Jackpot to be awarded points.

EVENT MEMBERSHIP

Event Membership is $44.00 for Seniors and $22.00 for Juniors (refer to age divisions above). Event Membership (previously defined as Day Membership) is applicable to a Jackpot that is run on one (1) or multiple consecutive days (i.e. ATRA RANCH hosts a Jackpot where a 5 head roping with rounds held over multiple days – it is classified as one (1) Jackpot therefore over 2 days, only one Event Membership fee is applicable for a roper to compete on both days.)
As of 1st July 2016, Event members are not eligible to win Regional or National End of Year Awards. Event members will NOT accumulate points. National Finals spots will accumulate on Event/Day Membership, but you must be a FULL Financial member to enter the National Finals.

CLINIC/SCHOOL MEMBERSHIP

Clinic/School Membership is $44.00 for Seniors and $22.00 for Juniors (refer to age divisions above). Clinic/School Membership is applicable to an event run on one (1) or multiple consecutive days.
Both Senior and Junior Clinic/School Membership includes Personal Accident Insurance but not Ambulance cover.

DEVELOPMENT/TRAINING DAY MEMBERSHIP

Development/Training Day Membership is $44.00 for Seniors and $22.00 for Juniors (refer to age divisions above).
Development/Training Day Membership is applicable to an event run on one (1) or multiple consecutive days.
Both Senior and Junior Development/Training Day Membership includes Personal Accident Insurance but not Ambulance cover.

ASSOCIATE MEMBERSHIP

Associate membership is $66.00 this is effective from payment and will expire on the 30th of June each year.
Associate membership is a non-competing member and does not have the right to vote.
Associate membership includes Personal Accident Insurance but not Ambulance cover.

LIFETIME MEMBERSHIP

This one-time membership fee is available to those aged 70 years or older for $150.00.
Lifetime membership includes Personal Accident Insurance but not Ambulance cover.

HONORARY MEMBERSHIP

Honorary membership may be awarded at the discretion of the Board to individuals who have demonstrated outstanding contributions to the sport of Team Roping. This membership is a recognition of service and dedication and is granted as a gesture of appreciation by the Association.
Honorary membership includes Personal Accident Insurance but not Ambulance cover.

NATIONAL FINALS

1. NATIONAL FINALS QUALIFICATION

   To qualify for the National Finals all ATRA members must compete at a minimum of four (4) ATRA affiliated jackpots between 1 July – 30 June.

2. **3D BARREL RACE:** The horse must compete at one or more jackpots to qualify to compete at the National Finals. The Rider must compete at a minimum of four (4) ATRA affiliated events between 1 July – 30 June to compete at the National Finals. You can enter a maximum of four (4) horses at the National Finals.
3. Junior competitors will compete at the National Finals in the age-group they competed in for the point's year relating to the National Finals. The age-group that they qualified for the finals even though they may have a birthday between the end of the point's season and the National Finals.
4. All Girls and Century Team Ropers DO NOT need to qualify to compete at the Finals.
5. Junior Looper and 7 Years & under Barrel Race competitors DO NOT need to qualify to compete at the National Finals. Entries will be taken at the National Finals office prior to the event.
6. Competitors can compete in the Preliminary Rounds of the National Finals without qualifying to compete at the National Finals. Entries will be taken at the National Finals office prior to the event. Competitors of the Preliminary Rounds must be paid members of the ATRA or pay an Event Membership fee with their entry fees. Preliminary competitors that have not qualified for the finals will not be able to carry any shoot-out spots from the preliminary rounds into the finals. Ie: you must have attended 4 Jackpots during the competition year to compete in the National Finals rounds.
7. National Finals entries must be received at Head Office accompanied with full payment by close of entries as stated in the finals pack for entries to be accepted. Any entry forms or payments received after close of entries will be returned to competitors as unaccepted.
8. All competitors at the ATRA National Finals must dally except any heeler fifty (50) years or older who "tie-on", women who "tie-on" or heelers who have ATRA Board approval to "tie-on". Heelers with ATRA Board approval must notify the flag judge.
9. The National Finals is a clean slate. Points awarded throughout the season do not carry through to the National Finals. National High Point and Regional Champions are decided after the last jackpot is run in June each year.

ATRA AFFILIATED ROPINGS

AFFILIATED ROPING JACKPOT EVENTS

ATRA affiliates two types of roping throughout the Australasian region with regards to the entry procedures, On-Site Entry and Pre-Entry. On-Site Entry ropings are those ropings where ropers may enter at the event, prior to the start of the roping they wish to enter. Promoters may require "Cash Only" at On-Site Entry ropings. Some Pre-Entry ropings require entries to be made prior to the event and some allow payment at the event.
All affiliated roping events guarantee Regional and High Point allocations and count as a qualifying event to the Australasian National Finals.

PAYMENT OF FEES

Team Ropers may pay with a personal cheque for entry, however, the promoter may require "cash only" from ropers. Cheques will not be accepted from ropers that have previously written bad cheques. Membership fees can be made with personal cheques made payable to ATRA and given to the promoter of the event to mail to Head Office along with the relevant membership forms.

LATE FEES

A late fee of $10 per team may be charged at the Promoters discretion. Late fees are non-refundable.

RUNNING MULTIPLE TIMES IN AN EVENT

At the promoter's discretion, a competitor may be allowed to arrange to have their run at a different time during the event to accommodate travel etc. Provision must be made to ensure consistent course setup & cattle selection, including measuring and marketing barrier and barrel positions. However, when a promoter is running separate jackpots on multiple days, the run must be conducted during the same jackpot day and not conducted on an alternate day.

ENTERING WITH SAME PARTNER

Ropers cannot enter the same division at an event with the same partner more than once however they are permitted to swap ends with the same partner in an event.

ON SITE ENTRIES (on the day) DRAW-OUT & REPLACEMENT

Any team may draw-out of any event with notice prior to the start of that event with no draw out charge. If no notice is provided, then the entry fees are forfeited to the roping pot. If an individual team roper draws out, the roper's entered with them may draw out or replace the partner. If a team roper's partner fails to notify the roping promoter of a draw-out and does not appear prior to first go-round of a competition, the roper entered with him may get a substitute partner or draw out of the competition. If a substitute team roper is replacing a roper who has a doctor or vet release or has been officially drawn out, the replacement will be required to pay entry fees, but no late fees.

PRE-ENTRY EVENT - DRAW-OUT & REPLACEMENT

No pre-entry event draw-outs unless the member produces Vet or Doctors statement stating that the member or horse is unfit to compete, all other draw out entry fees will be forfeited and invoiced if unpaid. If an individual team roper draws out, the roper's entered with him may draw out with refund or replace the partner. If a team roper's partner fails to notify the promoters office of a draw-out and does not appear prior to first go-round of a competition, the roper entered with him may get a substitute partner or draw out of the competition. If a substitute team roper is replacing a roper who has a doctor or vet release or has been officially drawn out, the replacement will be required to pay entry fees, but no late fees.

MEDICAL / EMERGENCY DRAW-OUT PART WAY THROUGH A COMPETITION

A medical / emergency can relate to a competing roper, their family, or their horse. If there is a Medical / Emergency draw out part way through a competition, entries will be non-refundable, and the roper's entered with him/her may get a substitute partner of equal or lesser rating. The substitute partner will not be required to pay entry fees and will not be entitled to prizemoney, points, and finals spots. Prizemoney, points, and finals spots will be awarded to the original team entered and if no substitute partner is found the team may still place on runs already taken.

ATRA POINTS SYSTEM

An electronic timer and barrier must be used at all Double and Triple point jackpots.

POINTS SYSTEM

Points allocated 10-1 for 1st to 10th placings for standard ATRA events.
Points allocated 20-2 for 1st to 10th placings for events that post $500-$999 in prize money and/or five (5) head.
Points allocated 30-3 for 1st to 10th placings for events that post $1,000+ in prize money and/or ten (10) head.

BONUS POINTS

For all single points events with twenty (20) or more teams or twenty (20) or more competitors in Breakaway roping and Barrel racing events are allocated bonus points (single points multiplied 1.5 times) (i.e., 15 points for 1st place, through to 1.5 points for 10th place).

BARREL RACING

7 years and under Barrel Race – Points will be awarded on rider points with only one run per child being allowed. Either assisted or unassisted.
8-12 years and 13-17 years age groups – Points will be awarded on rider points with only one run per child being allowed.
3D – Points will be awarded to the horse. The horse's name must be provided at every jackpot.

INCENTIVE POINTS

For a roping which includes one incentive, points (including bonus, double or triple points) are only allocated in the event class. The named incentive class winners will be allocated points as show in the below table 10-1. i.e. #10 Team Roping with a #8 Incentive – a #8 team places second in the event they would receive 2nd place points for the #10 Team Roping and 10 points for 1st place in the #8 event class.

PROGRESSIVE ROPING POINTS
For progressive ropings, points will be awarded down to 10th place regardless of payouts or progression.

SLIDE ROPING
For a Slide Roping, points (including bonus, double or triple points) are only allocated in the event class that applies to the team. i.e. If a #10 team wins the Slide Roping they receive points applicable to first place, and if a #8 team place second they receive points applicable to second place. Only ten placings are allocated and points are only allocated once.

HIGH POINT TITLES

If a tie occurs for a High Point title (National or Regional), a count back will be conducted to ascertain which competitor gained the most 1st Placings in the respective event; if there is still a tie, a countback will be conducted to ascertain which competitor gained the most 2nd Placings in the respect event; and so on.

REGIONAL HIGH POINT TITLES

All ATRA regions must run five (5) sanctioned regional events to qualify for regional buckles.

DOUBLE AND TRIPLE POINTS ROPINGS

Promoters are only eligible to run three (3) double or triple points events per number, per point's year.
An electronic timer and barrier must be used at all Double and Triple points Roping's.

Head	Prize Money	Points (1st-10th place)	Incentive Points
4 and under	$0	Single (10-1)	Single (10-1)
5 and over	$0	Double (20-2)	Single (10-1)
10 and over	$0	Triple (30-3)	Single (10-1)
4 and under	$500 or under $999	Double (20-2)	Single (10-1)
5 and over	$500 or under $999	Double (20-2)	Single (10-1)
10 and over	$500 or under $999	Triple (30-3)	Single (10-1)
4 and under	$1000 +	Triple (30-3)	Single (10-1)
5 and over	$1000 +	Triple (30-3)	Single (10-1)
10 and over	$1000 +	Triple (30-3)	Single (10-1)
20 or more teams/entries in a **single points event** (does not include incentive roping's)		Bonus Points (15-1.5)	

PROMOTERS

AFFILIATION

To become an ATRA Promoter you must complete an application and pay the annual affiliation fee. Affiliation is due annually and runs for twelve (12) months from the date paid. ATRA Affiliation includes.

- Public Liability Insurance
- Access to the full ATRA Classification list
- Advertising of your event on the ATRA Official Website, Facebook page and Instagram
- All ATRA memberships (Full and Event membership) include Personal Accident Insurance
- National & Regional ATRA Points.

Access to the ATRA Public Liability Insurance is granted once you pay your Promoter Affiliation fee & provide details of your event. Certificate of Currencies will be forwarded to you via email the week prior to your event.
The ATRA Public Liability Insurance covers the following events (providing all requirements are met for ATRA Affiliation).

- Roping Jackpot Event – all events advertised on the program.
- School or Clinic – Team Roping, Breakaway Roping, Barrel Racing, Rope & Tie & Steer Wrestling

AFFILIATED ROPING JACKPOT EVENTS

Promoters must forward a 'Notice to Run an Event Form' to Head Office **at least fourteen (14) days prior to the event for it to be affiliated & advertised.** All competitors must be either Full or Event members of the ATRA. To be eligible to run an ATRA affiliated event, at least one of the 'Standard Events' must be conducted.

Promoters may include a maximum of one (1) Incentive per event.

APPROVED SCHOOLS/CLINICS

Promoters must forward a 'Notice to Run a School/Clinic' form to Head Office **at least fourteen (14) days prior to the event for it to be affiliated & advertised.** All Participants must be either a Full Member of the ATRA or pay Clinic/School Membership.
The Clinic must be delivered by ATRA endorsed Instructors with competent skills and experience in their chosen discipline and have been approved by the board of Directors.

ROPING ADVERTISING RULES

Promoters must advertise their event on the ATRA website **no less than fourteen (14) days prior to the date of the event for it to be deemed as a points Jackpot.**
It is encouraged that any advertising of the event includes a minimum 60% add back of the entry fee. This is calculated by subtracting the ATRA levies then calculating the 60% to get the Added Back figure.

FULL GO-ROUNDS

A full go-round is a round where every roper entered gets the opportunity to rope.

PROGRESSIVE

Is another term for sudden death that means, when you miss you are eliminated, Progressive after one means that from the very beginning of the roping, when you miss you are eliminated. Another example would be progressively after two, which means that a roper is guaranteed to rope two steers, however, anything beyond two steers is sudden death

PAYOUTS

The following percentages will be used for all ATRA payouts from June 2013 onwards.

# Places	2	3	4	5	6	8	10	12
1st	60%	50%	40%	37%	35%	30%	24%	24%
2nd	40%	30%	30%	27%	25%	19%	15%	15%
3rd		20%	20%	19%	18%	13%	12%	12%
4th			10%	10%	10%	11%	10%	9%
5th				7%	7%	9%	9%	8%
6th					5%	8%	8%	7%
7th						6%	7%	6%
8th						4%	6%	5%
9th							5%	4%
10th							4%	4%
11th								3%
12th								3%

If a promoter is having an incentive roping the incentive payoff below is recommended. Places paid in the Incentive will be based on the number of Incentive teams entered in the roping. It is not to exceed 30% of the total purse.

1-10	1 Place	1x entry fee
11-25	1 Places	2x entry fee
26-50	2 Places	4x's, 3x's entry fee
51-75	3 Places	4x's, 3x's 2x's entry fee
76-100	4 Places	4x's, 3x's,2x's 1x's entry fee

RECOGNISED EVENTS

Standard events will be allocated points (as above) for National and Regional Titles and count as qualifiers towards the National Finals.

STANDARD EVENTS:

- Open Team Roping
- #12 Team Roping
- #10 Team Roping
- #8 Team Roping
- #5 Machine Team Roping
- Ladies Breakaway Roping
- Open or Divisional Barrel Race
- Rope & Tie
- Steer Wrestling
- Junior Breakaway Roping
- 7 years and under Junior Barrel Race
- 8-12 years Junior Barrel Race
- 13-17 years Junior Barrel Race

OPTIONAL EVENTS:

- Century Team Roping
- All Girls Team Roping
- Kings and Queens Team Roping
- Starter/Novice Breakaway
- Pro Am Team Roping
- Junior Goat Tying (dummy only)

TEAM ROPING RULES

LOOPS

Only two (2) loops per team shall be allowed. Roping steers without turning loose the loop will be considered no catch. Roper must dally to stop steer unless the heeler has notified the Flag judge they are not dallying thus incurring a 5 second penalty If steer is roped by one (1) horn, roper is not allowed to ride up and remove loop or put loop over other horn or head with his hands.

LEGAL CATCHES

There are only three (3) legal head catches:

1. Around both horns.
2. Half a head.
3. Around the neck.

If Honda passes over one horn and the loop over the other, catch is illegal. If a loop crosses itself in a head catch, it is illegal. All bridle catches are considered illegal.

Any heel catches behind both shoulders is legal if rope goes up heels.

QUESTIONED CATCH

Any questioned catches will be decided by the judges. If a flag judge tells the header to hold the steer so they may inspect the head catch, and the header does not do so, the team may receive a no-time.

TIME TAKEN

Time will be taken when the steer is roped, secure between both partners, both horses are facing steer with ropes dallied and tight. Horses' front feet must be on the ground and ropers must be mounted when time is taken. Steer must be standing up when roped by head or heels.

Time is taken when flag is dropped however, that time is not official until indication is given by flagger to the timer or secretary. Flagger may flag a team out after time is taken on a run, based on an illegal head catch or illegal heel catch, steer was not secure or any other factor that was not clear when time was taken.

TIE ON RULE

Any heeler fifty (50) years or older may use an approved tie-on device. Ladies who heel may tie on. Juniors under 18 years of age cannot use a tie-on device. Under no circumstances will any header be permitted to tie on. ATRA reserves the right to grant special tie-on permission.

It is illegal to dally over the top of a tied-on rope or tie-on device, the result is an automatic disqualification.
As of 1st July 2016, it is **compulsory** that all competitors must use a Tie-on device approved by the ATRA Board of Directors.

CROSSFIRE

The header must have control of the steers head and the steers head must be bent before the heeler can legally deliver his or her rope. In other words, the heeler may rope the steer in the switch, but not before. Any heel loop delivered before the switch is considered a crossfire and illegal. In the instance where a steer sets up, at no fault of the roper, the heel loop can be thrown at any time once the header has control of the steer.

HEELER ROPES FRONT FOOT

If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Should the front foot or feet come out of the heel loop prior to the team calling for time, the time will be counted. Judge will not allow any extra time for a front leg to come free.

HEADER ROPES ANY LEG

Should a header rope any leg, it is an automatic no time. Under no circumstance will the header be allowed to fish out the leg.

OPTION TO NOT DALLY

Any heeler that is #3.5 and below can enter a roping and have the option to NOT DALLY (at the promoter's discretion). The event office must be notified when entering and the flag judge must be notified prior to their run, and they will receive a five (5) second penalty on all runs in that event. Promoters to specify on their published program if they are not going to allow this option. See separate rule for ATRA National Finals.

DROPPED ROPE

A dropped rope that must be recoiled is considered a thrown rope.

ARENA CLEAR

Should a team call for a steer before the arena is clear and are subsequently interfered with by the steer or team still in the arena, this will not be recognised as interference, and they shall NOT receive a rerun.

OPEN OR CLOSED ARENA

It is the decision of the Promoter whether the catch pen is open or closed during a roping event.

ELECTRONIC TIMER MALFUNCTION

In the team roping there will be no back up timer. If there is a malfunction of timers:

1. Clean run will be nine (9) seconds.
2. One leg will be fourteen (14) seconds.
3. Option of a re-run. This must be confirmed prior to leaving the arena.

TIME LIMIT

There will be a thirty (30) second plus penalties time limit for all roping and steer wrestling events. In QLD a breakaway roper or Rope & Tie competitor must not continue to chase the calf after it reaches the opposite end of the arena.

#5 MACHINE TEAM ROPING RULES (#2.5 CAP)

1. The team's run will commence when both partners are standing in the box area.
2. The Machine Operator shall start upon the nod of the Header.
3. Time will commence at the discretion of the event setup (manual or electronic).
4. The Header will rope the head and pull the slack out of the head loop and is not required to dally.
5. The Machine will be turned off when the slack is pulled out of the head loop.
6. The Heeler will rope the heels and pull slack and dally if they so choose.
7. If the Heeler uses the No Dally Option time will be stopped when the Heeler has pulled slack high.
8. The Promotor must notify the competitor if the machine is not suitable for dallying tight. In this case, all heelers will pull slack high. It is recommended that the Promotors provide a dummy that is suitable to dally on.

CENTURY TEAM ROPING RULES

A Century team is made up of any two (2) competitors whose combined age totals one hundred (100) years or more. Teams can be any classification number.

The Century Roping is an ATRA National Finals Event with buckles being awarded to the Finals Champions. Individual regions can choose to run Century roping's and award Regional Buckles. You do not need to qualify to compete in the Century Team Roping at the National Finals.

ALL GIRLS TEAM ROPING RULES

All Girls teams are made up of any two (2) female competitors regardless of their classification number. Ladies who heel may elect to dally or tie on. Under no circumstances will any header be permitted to tie on. Individual regions can choose to run All Girls Team Roping and award Regional Buckles. You do not need to qualify to compete in the All-Girls Team Roping at the National Finals.

PRO AM TEAM ROPING RULES

The Pro-Am Team Roping has been introduced to allow Amateur Ropers to compete with higher numbered Ropers (Professionals) in a safe environment.
This event can be conducted on roping machine or suitable LIVE cattle or both. Emphasis should be placed on the suitability of the cattle, and this event should NOT be run on live cattle if the cattle are not suitable for a #2.5 header to handle.

For this event the following criteria will apply.

Amateurs will be capped at a #3. Professional will be capped at a #5.
For the guidelines on a machine roping #5 Machine Team Roping rules apply.
For "Live" cattle – normal team roping rules apply with the exception of the following:

1. Only the Amateur pays an entry fee and receives prizemoney.
2. Headers must dally.
3. The Amateur heeler will not be required to dally. The time shall be taken when heeler has pulled slack high. A 5 second penalty shall be enforced for all no-dally runs.
4. Pro heelers must dally on heels.
5. No tie-on devices shall be allowed by either amateur or professional.

These are only Guidelines set for this event by the Board of Directors and can be changed by the Promoter to suit the region as long as the event is always run in a safe & fair manner.

JUNIOR LOOPER ROPING RULES

The Junior Looper Program is a free program put together for the youth of the sport of team roping. The promoter will ensure to the best of their ability that the event is conducted fairly. Please comply with the requests and suggestions of the promoter of the event. Junior Looper parents are advised to watch but not participate.

No points are tallied or High Point awards for Junior Looper events nor do competitors need to qualify for the Finals.

1. Ropers will enter as a **TEAM**. A Team will consist of a Header and a Heeler.
2. Contestants with a classification of #2 or less are eligible to compete.
3. **Age Groups:** as of the day of the roping:
    a. 7 years & Under
    b. 8 years & Under 13 years
4. **Go Rounds:** Juniors can enter up to three (3) times heading or heeling with different partners. Each team gets three (3) opportunities at making a catch on the dummy.
5. **Legal Catches:**
    a. Head Catch: There will only be three (3) legal head catches: around the horns, half head or around the neck. Each roper has five (5) seconds from when the rope is thrown to complete the catch, or it will be considered a missed attempt. Fishing is only allowed from behind the roping line. Fishing is defined as not immediately pulling the slack after the throw of the rope. The judges' decision will be final.
    b. Heel Catch: As per ATRA Team Roping Rules
6. **Illegal Catches:**
    a. Head Catch: A catch when the rope is not in contact with any part of the dummy head is considered an illegal head catch (i.e., roping the entire dummy).
7. **Tie Breaker:** Ties will be broken by the team with the most points. Any ties remaining after the points are considered, there will be a rope off.
8. **Points:** A record will be kept on each catch. Points will be added together from header and heeler over the three (3) rounds to decide a winner.
    a. Horn Catch: two (2) points
    b. Half Head Catch: one (1) point
    c. Neck Catch: one (1) point
    d. 2 Heels: two (2) points
    e. 1 Heel: one (1) point
9. **Foul:** Stepping over or on the barrier line before the try is completed and will be considered a missed try.
10. **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 or she will be disqualified from the competition.

11. **Winner:** The team with the most points at the end of the competition will be declared the winners in each age group. In the case of tie break where teams are equal on points, they are to rope it off until one team wins by "sudden death". The header will take a step back from the line each time they take a shot until there is a winner.
12. **Regional Points:** Regional Points to be taken from the top five (5) teams and awarded five (5) points down the one (1) point. Regional Points should be kept by someone selected from the region. It is up to the promoter what they want to do with prizes or money but there will be no entry fee put on these events.

BARREL RACING RULES

1. Competitors may go either to the right or left barrel first but must take one right and two left turns or one left and two right turns.
2. A contestant in the Divisional Barrel Race with the ATRA will be given a "no time" for knocking a barrel. All Open and Junior Barrel Racing events will incur a 5 second penalty only. Touching a barrel, including to keep it from falling, is permitted without penalty. Competitors will be disqualified for not following the correct pattern (i.e. crosses their track during the run) or not being ready when name is called.
3. A "no time" will also be given if a barrel is knocked over and it sets up again on either end.
4. A Contestant will be given a "no time" if the horse or rider falls during the run in such a manner as to break the pattern, or if the rider falls off the horse.
5. The starting and finishing line and the position for the barrels must be marked permanently for the entire event if it is run over more than one run. The time will start and finish when the horse's nose crosses the scoreline in each direction..
6. The starting and finishing line must be in line with the first and second drums.
7. Should for any reason the barrels not be placed on the markers or timers are not in correct position, the whole event must be re-run, with everything in order. Judges must make the decision that the barrels are not on correct markers at time of event before barrels are moved from position. Should this happen, competitors and judges should be notified, then judges and arena directors will set time for re-run.
8. Contestants must be able to ride unassisted from the timeline in the junior or open barrel races except for the 7 and under event.
9. 7 years and under assisted competitors must be led on foot by someone 18 years or over; one other person of any suitable age may assist on foot.
10. Drums must be 44-gallon size (empty) and have at least one end enclosed. Closed end to be at top.
11. If a competitor desires to withdraw for any reason e.g. the decision will be left to the discretion of the judges.
12. Any member of the association who does not follow the above rules is liable to a fine, suspension or both.
13. Timers are to be informed that clocks are not to be stopped until a competitor has completed the course or in the event of an accident.
14. If manual timing is in place and there is a five (5) second difference between clocks, competitors to have option of re-run. Only if a clear round is run.
15. Hats must be cleared from arena before next run.
16. Hitting of horses around the head will result in disqualification and no refund of entry fees will be given.
17. More than two whips between barrels and four whips coming home or more than two contacts between barrels and four contacts coming home with an over and under will result in disqualification. To be ruled by judge. Once entered the arena box, two whips or contacts with an under and over action are allowed going to the first drum. Exceeding this will result in disqualification.
18. If the electric eye fails to work for more than one half of the contest in an entire go-round, the backup (manual) recorded times will be the official times for all contestants in that go round. When manual clocks are used the times should be to the hundredth of a second.
19. When the electric timers are used in barrel races, 5 digits are to be written down on judges' sheet by timers/judges e.g., 17.312 not 17.31 (to the third decimal place).
20. A backup timer is optional. If there is a timer malfunction:
    a. The backup timer shall prevail.
    b. If there is no back up timer available, the competitor shall be entitled to a re-run.
21. One revolution, one roll back, tail turn is permitted to start a pattern. The time event box is not part of the arena in the barrel race.
22. Trade outs will only be deemed available if justified by both judges. Signatures of both judges to be on judges' sheets.

23. At the National Finals, the arena must be raked/dragged after 7 runs. All ATRA affiliated Barrel Races are encouraged to do the same.
24. Where a full course can be fitted in the arena it must be marked but not exceed maximum measurements. Record attempt – to record an official record, measurements, rules, equipment etc. must be checked and confirmed in order by both judges and/or officials.
25. Full course barrel racing measurements see APRA Rule Book.
26. No exhibition barrel races can be conducted during the team roping allocated time.
27. Junior barrel racers are only permitted one run in their barrel race age group and points are not cumulative as a horse and rider combination.
28. Junior barrel race age group are the following:
    a. 7 and Under
    b. 8 & under 13 years
    c. 13 & under 18 years (a 17-year-old cannot turn 18 within the membership year)

All junior members (under the age of 18 years of age) that being the 7 and under, 8 and under 13 and 13 and under 18 age groups, must participate in the correct age groups (i.e., A junior competitor that pays membership in July and is 7 years of age, but is turning 8 within that membership year they must compete in the 8 and under 13 age group for that financial year).

29. Each horse is only eligible to win one end of season divisional award. 3D End of Season Regional and National awards will be awarded to the horses highest place division only. If the horse is the highest place in multiple divisions, the runner up horse will receive the lower division prize.

Note: for further clarification of Barrel Racing rules please refer to the APRA Rule Book.

30. At the Judge's discretion immediate disqualification of a competitor will occur if they are seen to be deliberately pulling a horse up to place in a lower Division.

DIVISIONAL BARREL RACING RULES

1. **ONE RUN**
   Each horse is run once, and the placing's within each division are worked out, based on the divisional splits.
   1st Division – Fastest time in the class and those who place in this division
   2nd Division – Fastest time in the class plus one second and those who place in this division
   3rd Division – Fastest time in the class plus two & half seconds and those who place in this division.
   i.e., 15.599/ 16.599 /18.099 / 20.099
   A contestant will be given a "no time" for knocking over a barrel.
2. **TWO RUNS**
   When running the event over two (2) runs, the two (2) times will be added together, and the divisions will double the splits between divisions.
   1st Division – Fastest time in the class and those who place in this division
   2nd Division – Fastest time in the class plus two second and those who place in this division
   3rd Division – Fastest time in the class plus five seconds and those who place in this division.
   i.e., 15.599/ 17.599 /20.599
   A contestant will be given a "no time" for knocking over a barrel. If a competitor does not complete two (2) runs they will be placed at the bottom of the last division and points awarded accordingly.
3. **THREE RUNS**
   When running the event over three (3) runs, the three (3) times will be added together, and the divisions will triple the splits between divisions.
   1st Division – Fastest time in the class and those who place in this division
   2nd Division – Fastest time in the class plus three second and those who place in this division
   3rd Division – Fastest time in the class plus seven and a half seconds and those who place in this division.
   i.e., 15.599/ 18.599 /26.099
   A contestant will be given a "no time" for knocking over a barrel. If a competitor does not complete three (3) runs they will be placed at the bottom of the last division and points awarded accordingly.
4. **NO DIVISIONS (OPEN) BARREL RACE**
   If the promoter chooses to have a simple 'open' barrel race, then it is run as an open event.National and Regional points will be allocated to the horses only, and these points when sent to head office, will be allocated across three divisions.
5. **POINTS**
   7 and under – Points will be awarded on rider points with only one run per child being allowed. Either assisted

or unassisted.
8-12 and 13-17 age groups – Points will be awarded on rider points with only one run per child being allowed.
3D – Points will be awarded to the horse. The horse's name must be provided at every jackpot.

6. **PAYOUT RECOMMENDATIONS:**
   This system is recommended to ensure all events Australia Wide are on the same prize money breakdown scale.
   If a 3 Division is run the 1st Div pays out 50% of total prizemoney.
   2nd Div pays out 30% of total prizemoney.
   3rd Div pays out 20% of total prizemoney.
   Divisions can then be paid out on the general rule of 40/30/20/10 as long as last place pays back the entry fee.
   For all Junior barrel races the percentage payout is recommended at 50%, 30%, 20%.

LADIES BREAKAWAY ROPING RULES

1. Animals for this event should be inspected and objectionable ones eliminated.
2. One rope to be used. Roping head of stock without releasing loop from hand is not permitted.
3. Ropes to be tied firmly to saddle horn with three pieces of heavy duty (Jute) string, a bright cloth must be attached to rope at saddle horn.
4. The rope must pass over the head and draw up as a clean neck catch around the neck, hump or brisket, no legs or figure of eight on the tail. Stock with horns measuring 125mm (five (5) inches) or more can be roped around neck, both horns, half head. Any other catch is illegal including:
   a. If loop crosses itself in head catch it is illegal.
   b. If Honda passes over one horn and the loop over the other, catch is illegal.

   Judges to determine the length of the horns and the legal catches prior to the commencement of the event. No mixed stock to be used in any one contest.
5. The flag judge will flag the contestant when the rope breaks away from the horn of the saddle.
6. Contestants will receive no time should she break rope from the saddle horn by hand or by touching rope or string after catch is completed.
7. Five (5) second penalty for breaking barrier.
8. If there is a malfunction of timers and flag judge flags a clean neck catch:
   a. Clean run will be five (5) seconds.
   b. Option of a re-run. This must be confirmed prior to leaving the arena.
9. There will be a thirty (30) second plus penalties time limit.
10. In Breakaway events an open gate catch pen may apply in a one head contest however it should remain shut in a two headed and where an average pay out applies.
11. Breakaway contestants must start the contest from behind the barrier on the right-hand side of the box
12. Ladies Breakaway ropers are permitted to enter multiple horses (max 3), at the promoters discretion. Only the competitors highest placing will accumulate points towards end of season awards. (e.g. If a competitor places 1st & 2nd they will receive 10 points only and 3rd place competitor will still receive the 8 points as per their finishing position. Payouts will be done as per ATRA Rule book page. (e.g. the same person could win 1st, 2nd, 3rd prizemoney.
13. National Finals is limited to one entry.

JUNIOR BREAKAWAY ROPING RULES

1. Competitors must be under 18 years of age.
2. Animals for this event should be inspected and objectionable ones eliminated.
3. One rope to be used. Roping head of stock without releasing loop from hand is not permitted.
4. Ropes to be tied firmly to saddle horn with three pieces of heavy duty (Jute) string, a bright cloth must be attached to rope at saddle horn.
5. The rope must pass over the head and draw up as a clean neck catch around the neck, hump or brisket, no legs or figure of eight on the tail. Stock with horns measuring 125mm (five (5) inches) or more can be roped around neck, both horns, half head. Any other catch is illegal including:
   a. If loop crosses itself in head catch it is illegal.
   b. If Honda passes over one horn and the loop over the other, catch is illegal.

   Judges to determine the length of the horns and the legal catches prior to the commencement of the event. No mixed stock to be used in any one contest.
6. The flag judge will flag the contestant when the rope breaks away from the horn of the saddle.

7. Contestants will receive no time should she break rope from the saddle horn by hand or by touching rope or string after catch is completed.
8. Five (5) second penalty for breaking barrier.
9. If there is a malfunction of timers and flag judge flags a clean neck catch:
    c. Clean run will be five (5) seconds.
    d. Option of a re-run. This must be confirmed prior to leaving the arena.
10. There will be a thirty (30) second plus penalties time limit.
11. In Breakaway events an open gate catch pen may apply in a one head contest however it should remain shut in a two headed and where an average pay out applies.
12. Breakaway contestants must start the contest from behind the barrier on the right-hand side of the box
13. Junior Breakaway ropers are permitted to enter multiple horses (max 3), at the promoters discretion. Only the competitors highest placing will accumulate points towards end of season awards. (e.g. If a competitor places 1st & 2nd they will receive 10 points only and 3rd place competitor will still receive the 8 points as per their finishing position. Payouts will be done as per ATRA Rule book page. (e.g. the same person could win 1st, 2nd, 3rd prizemoney.
14. National Finals is limited to one entry.

ROPE AND TIE CONTEST RULES

1. Only one loop may be thrown in the Rope and Tie contest.
2. Contestant must adjust rope and reins in a manner that will prevent horse from dragging stock. Rope must only be tied using an approved device.
3. Contestant must not receive assistance of any kind from outside, but if horse drags stock, field judge may stop horse and any penalty for such offences can only be assessed by the field judge.
4. After making catch, contestant must dismount, throw stock by hand, cross and tie any three legs. If stock is down when roper reaches it, it must be got to its feet and re-thrown by hand. If roper's hand is on the stock when it falls it is to be considered thrown by hand.
5. Rope must hold stock until contestant has hand on stock.
6. Cross legged tie must hold until contestant has mounted horse and put slack in the rope before it can be ruled fair and roper may not touch stock after giving finish signal until judge has completed his examination failure to adhere to this will result in disqualification. Time is taken on the signal of the field judge's flag. If tie comes loose, or animal gets to its feet before tie has been ruled fair, the contestant will receive no time. After completing tie, the roper must mount his horse and ride forward so catch rope is slack. Untie men must not touch stock until judge passes the tie as fair. The tie will be deemed satisfactory as soon as there is slack in the rope.
7. There shall be no assistance from any other person to a contestant in this contest. Committee, please note that all roping stock must weigh a minimum of 220 lbs (100 kgs). All stock to be numbered. All fresh stock to be tied down and run.
8. There must be at least one wrap and hooey.
9. Field flaggers will pass on the tie once rider has remounted his horse and put slack in the rope.
10. Roper will be fined $50 and disqualified if stock is jerked over in a backward motion in a severe manner landing on its back or side with all four legs in the air.
11. An approved roping device must be used in all rope and tie events at ATRA affiliated events.
12. In rope and tie events there will be a minimum 10" barrier (3.050 metres) in open arenas. If the arena conditions are unsuitable, length of the barrier will be at the discretion of the event Promoter. An open catch pen shall apply in an open arena. An open arena shall be defined as an arena with minimum dimensions as follows: - 75 metres in length, 35 metres in width with a time event box with a minimum depth of 4.575 metres (15 feet).
13. In Rope & Tie events an open gate catch pen may apply in a one head contest however it should remain shut in a two headed and where an average pay out applies.
14. Rope and Tie contestants must start the contest from behind the barrier on the right-hand side of the box.
15. Rope and Tie contestants are permitted to enter multiple horses (max 3), at the promoters discretion. Only the competitors highest placing will accumulate points towards end of season awards. (e.g. If a competitor places 1st & 2nd they will receive 10 points only and 3rd place competitor will still receive the 8 points as per their finishing position. Payouts will be done as per ATRA Rule book page. (e.g. the same person could win 1st, 2nd, 3rd prizemoney.
16. National Finals is limited to one entry.

DISQUALIFICATIONS

1. A roper who deliberately makes his horse drag the stock more than one metre after time is recorded or permits the horse to drag the stock more than 1 metre after time is recorded. The competitor will be disqualified and fined $50 for the first offence, $100 for the second, $150 for the third and so on. All infringements must be notified to head office so fines can be collected.
2. Not having made catch and tie within the time limit allowed.
3. Failing to contest on suitable stock drawn for the contest.
4. Failing to contest when called by chute boss or arena director.
5. Roping cattle without releasing loop from the hand.
6. Cheating with stock, or position of stock in chutes.
7. Ill-treating stock.
8. Failure of cross-legged tie hold to judges satisfaction.
9. Failure to use approved roping device at ATRA affiliated events.
10. Touching calf after giving finish signal and before judge completes examination.

STEER WRESTLING RULES

1. Steer must be caught from horse, if steer gets loose after being caught, contestant may only take one step to recapture it.
2. There is only one hazer permitted.
3. Contestant must furnish his own hazer and horses.
4. After catching steer, contestant must bring it to a stop or change direction and twist it down.
5. Hazer and contestant to start their run from behind the start line.
6. If a steer is accidentally knocked down or thrown before being brought to a stop, it must be let upon all four feet and twisted down by head or horns. Steer will be considered down when it is lying flat on the ground on its near side or back with all four legs straight. Contestant must have hand on steer when time is signalled. The fairness of the catch and throw will be left to the field judge and his decision shall be final. Time is taken on the signal of the field judge's flag. If contestant misses or loses steer, he must signal the field judge immediately if he wishes to continue. Contestant and hazer must use their respective horse throughout the run and hazer must not render the contestant any assistance.
7. There shall be no assistance from any other person to the contestant in the event.
8. Steer Wrestling stock must weigh in the vicinity of 400lbs to 500lbs (181kg to 227kg) and be as even as possible. Stock to have suitable horns and must be nine (9) inches in length. Steers only to be used.
9. Arena conditions will determine the length of score by the Promoter.
10. Any fresh steers not thrown down during competition will be thrown down after completion of the go-round. Contestant will be responsible to throw down such steers under supervision of the arena director or event director.
11. Fresh steers added to steers which have already been used, must be steer wrestled from horseback and thrown down.
12. Steer Wrestling chute must have at least thirty (30) inch clearance inside chute and at gate, when gate is open.
13. Steer Wrestling hazers are to be ATRA members in good standing.
14. In steer wrestling events, the barrier is to be a minimum of half the length of the box except where arena conditions are suitable, the length of the barrier will be at the discretion of the Promoter/Judges.
15. All Steer Wrestlers must leave from behind the barrier on the left-hand side of the box.

DISQUALIFICATIONS

1. Not having made catch and time within the limit allowed.
2. Assistance in any form by the hazer while contestant is wrestling steer.
3. Failing to contest on suitable stock drawn for contest.
4. Failing to contest when called by chute boss or arena director.
5. Cheating with steer or position of steer in chutes.
6. Ill-treating stock.

STOCK CONTRACTOR RULES

1. All ATRA approved Stock Contractors must be full financial members of the ATRA in good standing and have completed the Online training course as per the ATRA website.
2. Cattle used for team roping events shall not be used for steer wrestling or rope and tie.
3. Any Stock Contractor found guilty of mistreatment of livestock may be fined by the Board of Directors. Fine not to exceed $500.00.
4. Timed event stock in steer wrestling, rope and tie and team roping events can only be run three times at a one-day jackpot, and at two or more days jackpots, only two runs a day are permitted.
5. Stock contractors who supply stock for jackpots that are not suitable for an event may be fined the equivalent of the entire committee/stock levy paid for the particular event in which stock were unacceptable. Board of Directors to make final decision.
6. The suitability of stock at jackpots must be decided by Promoter.
7. All contract timed event stock must be identified with numbered ear tags.
8. All portable timed event chutes must have V front and finger style gate. The vet in attendance at an event in Victoria shall be appointed by Promoter at the expense of Promoter. The vet will be required to report on the outcome to the ATRA Head Office.
9. Minimum weight for all stock in Victoria and South Australia is 200KG.
10. Individual State Animal Welfare Legislation takes precedence where there is a discrepancy with the industry rules. See links to State Legislation on the ATRA Website.
11. Any Stock Contractor that is barred from another Rodeo Organization will automatically be barred as a stock contractor to the ATRA.

RULES TO ENSURE HUMANE TREATMENT OF LIVESTOCK

1. A neck rope on a contestant's horse must be used in the rope and tie event. The placement of such a neck rope must be in the vicinity from the head, to no more than half-way down the roping horse's neck. Neck rope, rope, reins, and training aids must be adjusted in a manner that will prevent the horse from dragging the stock. Rope to be removed from animal's body as soon as possible after 'tie' is completed. Roping stock shall weigh at least 220 lbs (100 kgs) each and be strong and healthy.
2. The placing of fingers in eyes, lips or nose of steers while wrestling steer, or unnecessarily rough handling of stock after time is forbidden. Fine or disqualification may be imposed.
3. Animals for all events will be inspected before the draw, and no sore, lame, sick, or injured animal, or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or injured between the time of inspection and prior to the commencement of an event, that animal shall not be used in competition. An official veterinarian should be available at all events where possible.
4. No animal shall be beaten, mutilated or cruelly prodded. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip or shoulder area with prod.
5. A conveyance must be available and used, if possible, to remove animals from arena in case of injury.
6. No stimulate or hypnotics to be used or given to any animal used for contest purposes.
7. No animal or pets allowed in arena where restraint is necessary or subject to injury or attack by another animal.
8. Livestock to be removed from arena after completion of each contest run.
9. Use of fireworks to frighten animals is prohibited.
10. Contestant will be disqualified for any mistreatment of livestock.
11. No stock should be confined in vehicles beyond a period of twenty-eight (28) hours without being unloaded, properly fed, and watered. When animals are carried in conveyances in which they do have proper food, water, space and opportunity to rest, the provision for unloading shall not apply.
12. Any animal that becomes excessively excited so that it gets down in the time event box repeatedly, or in any way appears to be in danger of injuring itself, should be released immediately.
13. Any ATRA member, including stock contractors, guilty of mistreatment of livestock may be fined by the Board of Directors with a fine not to exceed $500.00.
14. The ATRA recognises the R.S.P.C.A., Animal Welfare Advisory Council and/or any Government body as the sole authorities for the humane treatment of animals in Australia.
15. In the rope & tie event, an approved roping device must be used by contestants at all ATRA affiliated events. Failure to do so could result in a $2000 fine or twelve months jail or both. The only roping device to be used Ropers Mate Calf Roping Device (Part #8700544).

16. Any member who mistreats livestock at events will be fined $100.00 on the first offence, $300 on the second offence and $600 plus 3 months suspension on the third offence. Each offence will remain on record for a 3-year period. The Board has the power to increase the fines and suspensions at their discretion.
17. Persons found guilty of twisting or bending the tail of timed event stock will be fined $100 on the first offence. The penalty for repeat offenders will be determined by the Board and may include fines and/or suspension.
18. Timed event contractors are only permitted to use an electric prodder defined for use under relevant State or Territory Legislation. A prodder can only be utilised by the approved contractor/sub-contractor at each event who will be held responsible for any misuse. This relates to all handling of timed event stock at an event. Government regulations in each state must also be complied with. A first offence breach of this rule carries a fine of $500 to the approved stock contractor. A second offence breach will be referred to the ATRA Board.
19. Contestants and arena officials are permitted and encouraged to carry a suitable pocket knife or rope-cutting tool during roping events for emergency use where necessary to protect the safety and welfare of contestants, horses and livestock.

LIVESTOCK

1. If the steer is visibly injured as the run begins, including broken horn, the team must declare themselves by pulling up immediately.
2. If in the opinion of the judge a non-visible broken horn existed prior to the beginning of a run, he has the option to declare a rerun. However, no rerun shall be awarded where clearly the broken horn was caused by the run itself, or if the judge suspects the broken horn occurred during the run. If run is completed and time taken, even though a broken horn is clearly visible, time shall stand, and field judge will remove that animal from the draw.
3. Team roping cattle horn length to be a minimum of six (6) inches.
4. Pen should be even and uniform and fall within state animal welfare guidelines.
5. ATRA, or ATRA official(s) or representatives, reserve the right to withdraw any steer from the herd at any time. Head duckers, draggers, stoppers, eliminators, unusually slow cattle and cattle that turn back into the corners shall be pulled from the herd immediately as they surface during the ATRA qualification roping.
6. Removal from draw does not result in a rerun for the team roping a steer removed from the herd. However, a rerun may be awarded if in the opinion of the promoter supported by the opinion of the field judge and/or officials working the roping, that a steer in question did not afford a team the opportunity to compete.
7. The promoter prior to the first event will inspect Steers. No sore, lame, sick or injured animals or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or crippled during the course of the roping, that animal shall be removed from the competition immediately. Animals removed from the arena pursuant to this section shall be placed in a situation as isolated and comfortable as possible to reduce stress.
8. If an ATRA roper excessively abuses an animal by any unnecessary non-competitive or competitive action, he shall be disqualified and forfeit all entry fees. The judge shall immediately inform the announcer that the contestant has been disqualified due to the unnecessary roughness of livestock.
9. All Steers will have horn wraps, which offer protection for both the steer's ears, and the base of the horns.
10. ATRA strongly discourage the use of 3/8 scant ropes.
11. Any contestant who fails to heed an initial warning from a field flagger that he is mistreating an animal will forfeit his entry fees in all divisions for the reminder of that event.
12. Judge may stop a run at any time he observes an injured animal, to remove that animal from competition, this action will result in a rerun for contestants.

CONDUCT RESTRICTIONS AND DISCIPLINARY ACTION

Any member may be subject to reprimand, fine, suspension or expulsion, by action of the ATRA Board of Directors. Writing a bad cheque made payable to the ATRA., an event secretary, stock contractor, or event committee in conjunction with an ATRA event, or any such cheque to any business establishment in the town of and during the time of an ATRA event. ACTION: A fine of $25 per cheque, plus a bond of $200 to be held, for one year. If three or more bad cheques passed in one year, bond is forfeited. A returned cheque received in the ATRA office will mean ineligibility to enter any ATRA approved event. To regain eligibility, the face value of the cheque, the bank charge, and the fine and bond must be paid in full.

Failure to reimburse the ATRA Promoter of the event for overpayment of prize money. ACTION: Member to be notified in writing and allowed twenty-eight days to pay. Fine to be $25 plus overpayment.

Failure of a contract member to fulfil his or her contract obligations. ACTION A fine of $100.
Stallions will be allowed to be unrestrained in panel yards through daylight hours ONLY. Only 1 horse is allowed per enclosure. Stallions must be double tied at night. Panels must be a minimum of 1500mm in height. Panels must be constructed using an equivalent of 4 bars of 25mm box or pipe equivalent as a minimum. Panels must be anchored securely to a solid object i.e., truck, post or tree.

SOCIAL MEDIA POLICY

This policy provides guidance for Members use of social media, which should be broadly understood for purposes of this policy to include blogs, wikis, microblogs, message boards, chat rooms, electronic newsletters, online forums, social networking sites, and other sites and services that permit users to share information with others in a contemporaneous manner.

PROCEDURES

The following principles apply to professional use of social media on behalf of the Australasian Team Roping Association as well as personal use of social media when referencing the ATRA.

1. Members need to know and adhere to the [ATRA Code of Conduct practises, and other company policies] when using social media in reference to the ATRA.
2. Members should be aware of the effect that their actions may have on their images, as well as the ATRA's image. The information that members post or publish may be public information for a long time.
3. Members should be aware that the ATRA may observe content and information made available by members through social media. Members should use their best judgement in posting material that is neither inappropriate nor harmful to the ATRA and its employees, or members.
4. Although not an exclusive list, some specific examples of prohibited social media conduct include posting commentary, content, or images that are defamatory, pornographic, proprietary, harassing, or libellous.
5. Social media networks, blogs and other types of online content sometimes generate press and media attention of legal questions. Members should refer these enquiries to authorised ATRA spokespersons.
6. If members find or encounter a situation while using social media that threatens to become antagonistic, they should disengage from the dialogue in a polite manner and seek the advice of Head Office.
7. Members should get appropriate permission before referring to or posting images of current or former employees, members, vendors, or suppliers. Additionally, members should get appropriate permission to use a third party's copyrights, copyrighted material, trademarks, service marks or other intellectual property.

OFFENCES

BAD DEBTS

Bad cheques made payable or declined credit cards to the ATRA or ATRA promoters holding an official ATRA event will result in immediate ineligibility. A collection fee will be charged for each returned cheque, a cheque or credit card that goes uncollected beyond six (6) months will pay $50 per year collection fee or double the amount of the cheque, whichever is the least. Non-payment shall result in punitive action, which may include ineligibility to compete, classifications number increase, awarded finals spots being voided and/or legal action. Ropers that have competed on entry fees paid with a bad cheque or declined credit card are responsible for the debt, regardless of who made the payment.

DRESS CODE

All person entering the arena on the day of the event must wear a cowboy hat or no hat. Caps are not permitted. Promoters may wave the hat rule during inclement weather (excessive wind, rain). At all affiliated events full cowboy attire is required. This includes shirts with a sewn-on collar full buttoned front styling, with short or long sleeves (sleeveless shirts are not permitted) and cowboy boots or approved laced cowboy shoe with a heel. Unless a medical exemption is made, heeled or any type of tennis shoes will not be permitted. Failure to observe dress code will result in a no-time on any steer qualified. This ruling applies to all competitors.

HELMETS

All competitors under the age of eighteen (18) must wear a securely fastened helmet when on horseback at an ATRA affiliated Event. Failure to comply with the helmet rule results in DISQUALIFICATION from the event.

If this offense is undetected at the event but proven true and correct all money, finals qualification and points will be forfeited for that event.
It is the responsibility of the competitor to adhere to the rules. Failure to refund prizemoney won to the ATRA office will result in suspension from the ATRA.

FINE FOR BREACH OF RULES

That a minimum fine of $100 up to a maximum of $5,000 be applied for Breach of Rules, with the possibly of suspension or cancellation of membership at the discretion of the ATRA.

MAJOR OFFENCES

1. Quarrelling or fighting at the venue.
2. Mistreatment of livestock, misrepresenting or falsifying a classification number.
3. Attempting to fix, threaten, bribe, influence or harass any ATRA official at any time, in or out of the arena, or talking with a judge at a time when an event is in progress.
4. Engaging in, or attempting to engage in, and action threatening, berating, harassing, intimidating, assaulting or striking a roping official, a roping spectator, any official representative or employee of the ATRA or any ATRA Contestant.

PENALTY FOR MAJOR OFFENCES

Ropers attempting to fix, threaten, bribe, influence or harass any ATRA official at any time, in or out of the arena, or talking with a judge or timer while an event is in progress will automatically be disqualified, forfeit entry fees, and face a potential disqualification from future events at the discretion of the ATRA Board.
If a roper uses any excuse to enter a roping advertising ATRA numbers, at a number lower than their official ATRA classification, and this dishonesty results in winning a cheque, upon verification, the ATRA will immediately add one number to that individual's official classification for a period of not less than one year. This also applies to any roper falsifying information on another roper's behalf.

CONTESTANT DISQUALIFICATION

1. Being under the influence of liquor and/or illicit drugs in the arena & Consuming alcoholic beverages and/or illicit drugs in the arena.
2. Any roper not acting in a sportsmanlike, reasonable, or professional manner.
3. Rowdyism, quarrelling or fighting within the arena.
4. Mistreatment of stock.
5. Not being ready to compete when called upon, E.g. Horse becomes excessively uncontrollable in roping box.
6. Attempting to fix, threaten, bribe, influence or harass any ATRA official at any time, in or out of the arena, or talking with a judge or timer while an event is in progress.
7. Competitors under the age of eighteen (18) who fail to wear a securely fastened helmet while on horseback at an ATRA affiliated Event.

JUDGING

JUDGES PARTICIPATION

The passing of the flag during roping from one experienced and competent judge to another is permitted. The promoter shall provide each flagger with an ATRA rulebook and shall require that each flagger conduct the event in accordance with ATRA rules. All flag judges must be mounted and exercise a quality level of examination when checking head, heel, and calf loops. The ATRA Board recommends a maximum of three judges should be used per roping event.

JUDGES DECISION

The decision of the judge will be final however ATRA officials or promoters may appeal to the judge on behalf of the team for review of the call-in question. A judge has the authority to request that any person be excused from the arena if that person, in the judge's opinion, is interfering with the contest event shall be subject to flag judge and competitor negotiation.

QUESTIONING A CALL

Questions may be addressed to the event promoter immediately; no roper may question a judge while an event is going on. Questions may be addressed to a judge no sooner than at the end of the event. Contestant will have the right to explain his side of the story or to clarify a situation to the judge at the proper time and place. However, if the contestant is using abusive language or does not use good judgment, the judge should, at that time, inform said contestant that any continuance of that action will lead to disqualification and forfeit of fees.

EXCEPTIONS TO QUESTIONING A CALL

Should communication concerning the issuance of a penalty or lack of penalty between the judge and timekeeper be incorrect, either team roper can immediately point out the mistake to the judge. In addition, if the ability of the team to compete was impaired by physical conditions in the arena or physical condition of the steer, they may appeal to the judge immediately. Upon making their appeal, the judges' decision concerning the matter is final at that point. Should the appeal not be upheld, the team is required to leave the arena immediately following the decision and may make an additional appeal to the affiliated promoter. If the affiliated promoter overrides the decision of the field judge, at any time for any reason, the promoter is required to inform the ATRA Head Office of that decision and the circumstances surrounding that decision.

PROBLEM HORSES

If a roper has had the opportunity to enter the box and can neither get his horse in the box, nor bring this horse under control while in the box, and in the opinion of the judge this situation has become excessive, the judge has the option of declaring a no time on that steer. In the instance of a horse that will not stay in a box, a "three strikes you're out" rule is in effect. In other words, if the horse exits the box three times, the team will be declared disqualified.

QUALIFYING A STEER

If the contestant is fouled and has no visible way of knowing if chutes or barriers functioned correctly, he must qualify in order to get another chance. If the contestant is visibly fouled or he can visibly see that he is, or will not be fouled, he must declare by pulling up or attempting to pull up and not try to go on with the contest. If he does not declare, he accepts the situation the way it is.

GROUND CONDITIONS

If the arena conditions are deemed by the field judge to be unsafe, competition can be stopped until the unsafe conditions are remedied.

COMPETITION & ANIMAL WELFARE RULES NOT COVERED

If a question on ruling for any competition rules is not covered in the ATRA Rule Book, the APRA Rule Book shall apply. Individual State Animal Welfare Legislation takes precedence where there is a discrepancy with industry rules. See links to State Legislation on the ATRA website.

BARRIER

BARRIER FOULS ROPER

Steer belongs to the ropers when they call for it regardless of what happens, except for mechanical failure and if, in the opinion of the judge, the roper is fouled by a rope barrier, ropers shall get the steer back providing contestant declares himself by pulling up immediately.

BARRIER MALFUNCTION

Should a barrier malfunction during the natural course of a competition, either for the roper or against the roper, the field judge may offer the option of awarding a rerun. If there is no question a barrier sounded prior to contestants leaving the box, or if there is no question a barrier sounded well after the contestant and steer have cleared their respective chutes and lanes, and the steer has been qualified in the field, the field judge may offer the option of awarding a rerun at the end of the round or removing the five (5) second penalty. However, there shall be no question or disagreement that this situation occurred.

LENGTH OF BARRIER

All score line lengths are to be set by the promoter in accordance with arena conditions. Every effort should be made to avoid allowing any team to be outrun.

BROKEN BARRIER
A five (5)-second penalty will be added for beating the barrier.

LINE JUDGE
If a pull barrier is in use, there shall be a line Judge. The Line Judge shall have an ATRA rulebook and understand the rules.

HEELER BARRIER
A heeler barrier shall be encouraged at all ATRA roping's. The heeling barrier shall not exceed the heading barrier by more than five (5) feet.

ANIMAL ESCAPES
If any animal escapes from the arena, flag will be dropped, and watches stopped. Contestants will get animal back from a lap-and-tap start (no-barrier), and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the flag judge shall be final.

ANIMAL ESCAPES HEADGATE
If the gate fails to open in the first attempt, gateman must stop and wait for another nod from the roper. Whatever happens prior to his nod is not to be considered, (horse cannot break a barrier before the roper calls for the animal). If a chute hand inadvertently spills a steer, the header has the option of taking the next steer into the chute, or turnout that steer and take the next.

MISCELLANEOUS RULES
SPORTSMANSHIP
ATRA reserves the right to disqualify any roper who does not act in a sportsmanlike, reasonable or professional manner. Disqualified ropers forfeit all fees.

HOME VIDEOS
Recording for personal use will be permitted, however, unauthorised reproductions, or commercial sales of home videos are strictly prohibited.

DOGS
No dogs allowed in spectator area or arena, dogs on premises must be leashed and remain in campsite only.

GLOSSARY OF TERMS

POSTED PRIZE MONEY

Money added to the purse that was not derived from entry fees.

AFFILIATE

Refers to ATRA approved roping's throughout Australasia, where ATRA members can compete, and qualify to the ATRA National Finals.

CAP

Refers to the maximum handicap classification number that a roper can have to enter a particular roping. Example: If a roping is capped at #3, no roper with a handicap greater than #3 is eligible to compete in that roping.

BRIDLE CATCH

Is a catch where the rope hangs in the steers' mouth and is illegal.

DOUBLE NUMBERS

This is where a #4 or higher roper holds a different heading / heeling number e.g., #4 Header #5 Heeler

DRAGGER

A steer that drags their hind legs and will not hop.

ELIMINATOR

A steer that is nearly impossible to rope and eliminates a roper from the Average of a roping.

FLOOR

Refers to the minimum classification number a roper must have in order to participate in a specific roping. Example: If a roping has a #6 floor, no roper who has a classification less than #6 is eligible to compete.

FULL GO-ROUNDS

A full go-round is a round where every roper entered gets the opportunity to rope.

PROGRESSIVE

Is another term for sudden death that means, when you miss you are eliminated, Progressive after one means that from the very beginning of the roping, when you miss you are eliminated. Another example would be progressively after two, which means that a roper is guaranteed to rope two steers, however, anything beyond two steers is sudden death.

INCENTIVE

As it relates to team roping, an Incentive is a roping within a roping. A separate pool of money is set aside from regular payout pool money in a roping. Those ropers that meet the stated Incentive criteria of a roping can only win this money. A typical "Incentive" would be a case where a #10 roping is stated to have #8 Incentive, these teams (#8) are the only ones eligible to win the incentive pool of money; they are eligible to win money in the overall payout as well.

LAP-AND TAP START

The term means roping without a barrier.

PIGTAIL

Is the short part of a rope barrier that breaks away when the barrier is broken.