



Superior Chamber of Commerce
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Superior, AZ 85173
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Apache Leap Mining Festival - March 13, 2016

Dummy Roping Contest Rules

Registration

All participants must register at the Dummy Roping registration table on Main Street by 12:30pm on Sunday. You may also sign up at the Chamber of Commerce table on Main Street on Saturday, March 12th. You must also sign a waiver of liability. If you have registered a child under the age of 18, you, as parent or legal guardian, must sign a waiver on your child's behalf.

Old Fashion Draw Pot

Upon completion of all registrations, an impartial judge(s) will draw names to establish the order of the event. Subsequently, the contestant may draw a name of a partner to form his/her two (2) people team.

Equipment

There will be a half hour warm-up period (12:00 - 12:30pm) before the contest begins. You may use your

own rope or one that is provided. Three rotating dummies are provided by the Chamber.

Legal Catches

There are five (5) legal catches: slick horns (rope around 2 horns), half head, whole head, 2 feet, and one leg.

Illegal Catches

A rope around a single horn is without merit. A complete miss will constitute a throw.

Scoring

Scoring by the judge(s) is final. The points awarded are:

Slick horns = 2 points

Half head = 1 point

Whole head = 1 point

Two (2) feet = 2 points

One (1) leg = 1 point

If header* missed = no point

If heeler** missed = no point

Maximum points per round is 4 points

If a tie occurs, there will be a rope-off (sudden death)

*A “header” is the person who ropes the horns.

**A “heeler” is the person that ropes the hind feet.

Foul

Stepping over the chalk line (foul line) before the try is completed will be considered a missed try.

Disqualification

The judge(s) has sole discretion to disqualify a contestant due to unsportsmanlike conduct, including but not exclusive to profanity, fighting, or unduly challenging the judge's decision.

Rules

1. Ropers will rope a dummy provided by the Chamber.
2. At the beginning of the contest there will be one practice try. No score is kept during the practice throw.
3. The contestant may receive assistance from a helper in building their loops.
4. A contestant who has started their swing, but has not delivered their rope may stop their swing and readjust their loop size, spoke, etc. and then continue.
5. The contest starts with a chalk line on the ground. This is the roping line. The contestant cannot cross this line with any part of their foot while throwing the rope at the dummy.
6. Each contestant will throw one (1) loop at the dummy in each round. The header is to throw first to spin the dummy around so the heeler can catch the feet. One round is completed with all the contestants roping followed by a second round

7. All contestants must be at the site of the contest with ropes ready at the beginning of each round.
8. Contestants must remain in line and be quiet and orderly during instruction and competition of the event.
9. A contestant who does not exhibit good sportsmanship during this contest can be disqualified at any time by the judge.
10. The contestant who is roping is to be given as much room as they need to swing and deliver the rope. If during a throw, a contestant is accidentally fouled by virtue of their rope hitting a spectator or another contestant, the contestant who was fouled will be allowed another try. This will be the call of the designated judge(s).
11. If the contestant crosses the roping line with any part of their foot, the throw will be considered a miss. The judge's decision is final.
12. Fishing is allowed with a 30 second time limit. Fishing is defined as not immediately pulling the slack after the throw of the rope. The judge(s)' decision is final.
13. The contestant must not remove their rope from the dummy until given the OK to do so by the judge.
14. The Superior Chamber of Commerce assumes no responsibility for injury or damage to person and/or property.

Pay out

Pay outs will happen at the end of the roping event
The second place team wins \$100.
The first place team wins \$200.

Event rules are based loosely on the rules provided by the STAR Association.