

EVENT	DATE

**GOLD BUCKLE
FUTURITIES**

TEAM ROPING

RE-RUNS WILL BE GIVEN BY THE JUDGES

1. For a steer that stops on his own.
2. If the steer trips leaving the chute or through the scoring lane.
3. A steer that drags excessively
4. If a roper or horse is fouled by something other than the ARENA.

CREDITS

1. Quiet in the box
2. Scoring in the bridle
3. Running and rating the cow
4. Controlling the cow while handling (heading)
5. Matching the speed of the steer through the corner (heeling)
6. Maintaining tight rope through the face (heading)
7. Controlled stop (heeling)
8. Eye appeal

SCORING

Each maneuver will be scored from a 6 (excellent), to a 0 (extremely poor), in 1 point increments. Time limit is 90 seconds.

A score can be held by any one (1) judge to be reviewed at the end of the round.

-0- SCORE

- Failure to catch legal
- Fall of horse or rider
- Excessive schooling
- Failure to work in the proper working order
- Failure to get horse into corner (3 attempts) whistle will blow Failed 3rd attempt to get horse into box

PENALTIES

- 1-3 point:
- Nervous in Box
 - Turning head severely in box
 - Moving feet in box
 - Squatting in the box
 - Head shaking in the run
 - Out of control in the run
 - Refusing to face (heading)
 - Not holding the stop (heeling)
 - Quartering in the stop (heeling)
 - Not gaining on the steer

3 POINT PENALTY

- Moving hind end out of the corner (1 time)
- Running into steer

5 POINT PENALTY

- Moving hind end out of corner (2 times)
- Refusal to enter box (turning tail to box) (freezing up) Rearing in box
- Refusing to pull steer (heading)
- One hind leg catch
- Blatant disobedience, defined as kicking, biting, bucking, rearing, striking, or obviously insubordinate

10 POINT PENALTY

- Breaking the barrier

RIDER	HORSE	HORSE NUMBER

* THE TIME WILL BE SUBTRACTED FROM 80

MANEUVER SCORES: 0 Extremely Poor, 1 Very Poor, 2 Poor, 3 Completed the Maneuver Satisfactory, 4 Good, 5 Very Good, 6 Excellent

ROUND	MANEUVER DESCRIPTION	Box / Barrier		Run / Rate		Set & Handle (Heading) Spacing & Entry (Heeling)	Pull & Finish (Heading) Stop & Finish (Heeling)	TOTAL PENALTY	SCORE
		1	2	3	4				
	PENALTY								
	CREDIT								
	PENALTY								
	CREDIT								
	PENALTY								
	CREDIT								
	PENALTY								
	CREDIT								

COMMENTS:	TOTAL