

"FIESTA" SCORED LOOP RANCH ROPING RULES

Three-Man Doctoring • Calf Branding • Wild Card

Fiesta is a scored-loop ranch roping competition. Each loop is scored individually. Placings are determined by total score; time is used only to break ties. The goal is practical ranch roping that rewards horsemanship, stockmanship, teamwork, accuracy, and sportsmanship.

Scoring Summary

POINTS	DEDUCTIONS
Head Shots Del Viento +4 Turn Over +4 Scoop Loop +3 Houlihan +2 Backhand +2 Overhand +1	Base Deductions Missed Shot -1 One Heel -1 Scratch Line Violation -2 Loose Horse -2 Lost Rope -2 Rimfire -3 Dally Above Hock -1 Rope Left on Saddle -1 Animal Roughing -3 Safety Risk to Team -3
Heel Shots Contra Del Viento +4 Del Viento +4 Turn Over +4 Scoop Loop +3 Over the Hip +2 Karate Chop +2 Culo/Blanket +2 Hip +2 Backhand Trap +1 Trap +1	Event-Specific Deductions Wrong branding location: deduction Cattle dragged through/over branding fire: deduction Incomplete required cattle before time expires: deduction Other announced Wild Card deductions may apply.
Stock / Horsemanship Step Over +2 Stop & Face +1 Front Foot Trap +1 Double Front Foot +2 Hold Rodear +2 1 extra coil +1 2 extra coils +2	

Disqualification: Willful abuse (A), willful safety violation (S), disorderly conduct (D), arguing with the judge (J), misconduct (M), rubber horn (R).
Time out or no time (T)

A slopped, fished, manipulated, or hand-corrected catch receives only 1 point. If two ropers catch the head, only one head rope counts; the other must be cleared, and the counted head catch is worth 1 point.

General Rules

Conduct

- Fiesta is a family event. Appropriate conduct, language, sportsmanship, and humane livestock handling are required.
- Harassing, abusing, or unnecessarily yelling at livestock may result in immediate disqualification. Arguing with a judge disqualifies the competitor and may result in removal from the premises. No refund is due after disqualification.
- No alcohol or drug use is allowed during active roping or horseback activities. All judges' decisions are final.
- Team numbers are called twice. Teams must know when they are up and be ready to enter; reasonable leeway may be given to competitors on closely scheduled teams.

Timing

- Each event has a maximum time announced before competition. Fiesta is not a speed event; score determines placing.
- If scores are tied, the faster completed time wins the tie.
- A "no time" is recorded if the head is not caught within two minutes, or if the required animal(s) are not fully completed and the ground person clear within the allotted time. Some events may have additional announced time requirements.

Equipment and Dress

- No rubber or other man-made gripping material on the saddle horn; no tie-downs.
- Button-down shirt and western hat or helmet required.
- Any roper who dismounts must remove the rope and place it on the ground. A carried rope must be secured with a proper rope strap unless actively roping.

Horsemanship and Livestock Handling

- Competitors must maintain control of their horses. A loose horse is -2; other loss of control or unsafe conduct may receive additional deductions.
- Do not lope to head cattle. After a catch, loping is allowed only when needed to safely handle livestock.
- Tie off only on a horse capable of handling it safely. You must keep contact with a "get down" rope.
- Animal roughing is -3. Two warnings may be given; continued rough handling may disqualify the team.
- A roped front leg must be pulled straight forward, not sideways.
- A belly/deep catch carries no separate deep-catch penalty, but the rope must be removed before continuing. The rope can be pulled down to heels for trap points.
- A wrong cow must also be cleared before continuing; time and any missed-shot deductions remain.

Legal Loops and Catches

- The rope must leave the roper's hand before reaching the animal. Each loop is scored by the shot actually accomplished.
- Slopped, fished, manipulated, or hand-corrected catches receive 1 point.
- If two ropers head at once, only one rope counts and the other must be cleared. If two competitors catch the head, the counted catch is worth 1 point.
- Dally above the hock is -1. Lost rope is -2.
- Rimfire is -3 and includes the rope contacting the blocking horse, a horse between header and cow, or wrapping around the header's horse.

Competitor Divisions

Open: Any competitor may declare Open. A competitor who has placed in the top three at a previous Fiesta is also Open. Declaring Open ends Novice eligibility. An Open Team has two or more Open Ropers.

Novice: A new or relatively inexperienced ranch roper who has won less than \$1,000 in ranch-roping cash/prizes and has not won a Fiesta Novice Champion buckle. The Fiesta Committee may move a declared Novice to Open based on demonstrated ability. A Novice Team may be three Novices or two Novices plus one Open Roper.

Youth: Under 18 on the competition date and not entered in the main event. A team with a Novice under 18 must include an Open Roper or an experienced Novice approved by the Fiesta Committee.

The Fiesta Committee has final authority over team eligibility and safety. If the committee declines a team entry, the entry payment will be returned.

Ground-Person Accommodation

A competitor physically unable to perform the groundwork may designate a ground person. The competitor must complete the run through stretching the animal; the designated person may assist only after the animal is safely stretched and ready for groundwork.

Three-Man Doctoring

Three riders catch, stretch, and prepare one designated animal for treatment. Time allotment is announced before competition begins.

- Teams may bunch cattle at the far end if needed, then begin behind the scratch line. The clock starts when the team crosses the line.

- Riders locate the pre-designated tail-tag color. If the tag cannot be identified, the judge may pause the run. If no correct tag is found, the team returns behind the scratch line and receives another cow.
- The cow must be headed within two minutes, then heeled and safely stretched.
- The third rider dismounts and sets the ropes so both front feet and both hind feet are contained.
- The clock stops when all four feet are contained and the ground person steps clear. Score determines placing; time breaks ties.

Calf Branding

Calf Branding uses the same loop scoring but requires the team to rope, stretch, and brand three different cattle within the announced time limit. Tail tag colors will be displayed in the announcer's booth.

- The clock starts when the team crosses the scratch line. Each animal is headed, heeled, and safely stretched.
- The third rider dismounts, completes the groundwork, retrieves the iron from the branding fire, and brands the designated location.
- A misplaced brand receives a deduction. Dragging cattle through, over, or across the branding-fire area also receives a deduction and may incur roughing/safety penalties.
- After a calf is branded and the ground person is safely clear, mounted ropers may immediately begin the next animal; they do not have to wait for the third rider to remount.
- Three cattle must be completed within the time limit. Score determines placing; time breaks ties.

Wild Card

The Wild Card is announced the day of competition and will be a variation on typical Fiesta ranch roping. The task, cattle requirements, and any special rules or deductions will be explained before the event.

Unless specifically modified, all general Fiesta rules, loop scoring, livestock-handling standards, equipment rules, and penalties remain in effect. A maximum time applies; score determines placing and time breaks ties.