



Heel-O-Matic Rules and Regulations

Walk/Trot Class

- This class is designed for novice ropers that are newer to the roping program
- Contestants of this class are subject to be moved up to a higher level class at the discretion of our production team at any point
- Roping dummy will be moving at a walk/slow trotting pace
- This class will not be timed - we will use a point scoring system based off of how the dummy is caught by the rope
- There are three rounds to this class, points will be added together from all three rounds to give you a total "score" for the class
- You will have 2 chances to catch in each round (catches on your second chance will have lesser points than catches on your first chance)

Heading

Heeling

<u>Catch</u>	<u>1st Loop</u>	<u>2nd Loop</u>		<u>Catch</u>	<u>1st Loop</u>	<u>2nd Loop</u>
Slick Horns	10pts	8pts		2 Feet	10pts	8pts
Whole Head	8pts	6pts		1 Foot	8pts	6pts
Half Head	6pts	4pts				



Heel-O-Matic Rules and Regulations

Loper Class

- This class is designed for novice to intermediate ropers that are looking to gain more experience in the roping program
- Roping dummy will be moving at a fast trot/slow loping pace
- This class will not be timed - we will use a point scoring system based off of how the dummy is caught by the rope
- There are three rounds to this class, points will be added together from all three rounds to give you a total "score" for the class
- You will have 2 chances to catch in each round (catches on your second chance will have lesser points than catches on your first chance)

Heading

Heeling

<u>Catch</u>	<u>1st Loop</u>	<u>2nd Loop</u>		<u>Catch</u>	<u>1st Loop</u>	<u>2nd Loop</u>
Slick Horns	10pts	8pts		2 Feet	10pts	8pts
Whole Head	8pts	6pts		1 Foot	8pts	6pts
Half Head	6pts	4pts				



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Open Class

- This class is designed for intermediate to advanced ropers that are looking to gain more experience with speed in the roping program
- Roping dummy will be moving at a higher loping pace
- This class will not be timed - we will use a point scoring system based off of how the dummy is caught by the rope
- There are three rounds to this class, points will be added together from all three rounds to give you a total "score" for the class
- You will have 2 chances to catch in each round (catches on your second chance will have lesser points than catches on your first chance)
- This class has an optional side pot with 100% payback - your points will carry over from the Open Class into the jackpot
- Side pot entry is \$20 and payout will be fixed based on amount of entries

Payout

1-5 Entries: Winner takes all

6-10 Entries: 70% pot to 1st, 30% pot to 2nd

11-15 Entries: 50% pot to 1st, 30% to 2nd, 20% to 3rd

15+ Entries: 50% pot to 1st, 25% pot to 2nd, 15% pot to 3rd, 10% pot to 4th



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Point System

Heading

<u>Catch</u>	<u>First Loop</u>	<u>Second Loop</u>
Slick Horns	10 Points	8 Points
Whole Head	8 Points	6 Points
Half Head	6 Points	4 Points

Heeling

<u>Catch</u>	<u>First Loop</u>	<u>Second Loop</u>
Two Feet	10 Points	8 Points
One Foot	8 Points	6 Points