



Official 7K Roping

LIL' SOMETHING World Finals Dummy Roping

Steer/Goat/Calf *timed* CHUTE TEAM ROPING for Kids!

December 8th & 9th, 2023

Free Online Registration!

SCHEDULE, RULES AND REGULATIONS

LOCATION

RIO All-Suite Hotel & Casino on the
7K ROPING STAGE in STETSON COUNTRY CHRISTMAS

AGE CATEGORIES & TIMES

Ages 6 & Under: December 8, 2023 10:00 am

Speed = Medium/Slow

All Go Rounds = STEER HORNS

May enter with a non-competing older partner (not eligible for prizes)

Ages 7-9: December 8, 2023 2:00 pm

Speed = Medium/Fast

First Go = STEER HORNS

Second Go = GOAT HORNS

Third Go = STEER HORNS

Ages 10-12: December 9, 2023 10:00 am

Speed = Fast

First Go = Steer Horns

Second Go = Goat Horns



Lil' Something World Finals Dummy Roping Rules 2023

The following rules apply to all age groups:

- FREE online registration.
- Digital entry will be available for you, bring with your child's birth certificate to check in at the event.
- Contestants may enter two times.
- Age group is determined based on the contestants age as of the DAY of competition
- Must Bring Jr. Looper Card or Copy of birth Certificate to the event
- Each contest will consist of three rounds.
- As always, judge's decision will be FINAL. There will be NO EXCEPTIONS.
- The LSWF Holds THREE Age Group Competitions. 6 & Under, 7-9 year olds & 10-12 year olds
- Contestant MAY NOT enter below their age division (except as a team member of U-6 – no prize eligibility)
- TROPHY BUCKLES will be awarded to Champion Header and Heeler in each age division.
- If roping has under 100 teams, roping is two full go rounds. Top 20 to the short round.
- If roping has over 100 teams, roping will be progressive 1, meaning you must catch to continue to the next round. Top 20 to the short round.
- Time starts when chute is activated. Time stops when ropers are tight and flag judge drops the flag.
- Line barrier will be in effect. Neither the header nor the heeler can leave the box before the front wheels touch the line. Broken barrier will result in a 5 second penalty.
- 3 legal head catches on Steer and Goat Horns: Slick Horns or Half Head or Full Neck
- If front wheel goes through loop, no time.
- Fishing IS allowed. Producer reserves the right to establish a maximum time (cutoff time) in any go round. In the event that the team does not complete the run under the cutoff time, the team will receive a no time.
- Cross-fire rule: Header slack must be tight, dummy must start to change direction before heeler throws.
- Clock stops when head rope and heel rope are tight. Penalty or no time if legs slip out before flag drops.
- Producer reserves the right to make rule changes

866-427-3876

7KROPING.com