

CLASSIFICATION - HOW THE ROPER'S NUMBERS ARE ALLOCATED

The purpose of the classification system is to provide for ropers a handicap system, which will allow them the opportunity to compete throughout the country against those of similar skills. The ATRA acknowledges that there is no such thing as a perfect classification system. Classification System A classification system is used to limit the margin of error in setting roping categories. Each roper is classified or rated with a number 1 through 10, according to his or her ability to rope. No roper will be numbered higher than 10. Your classification number is your ability rating as judged by your peers and/or performance based. If you are a number 4, you can rope with number 5 or less in the number 9 roping. The sum of your classification number and your partners' classification number, cannot exceed the number of the roping. This procedure closely defines the caliber of each roping division.

First Time Classification

First time applicants are encouraged to seek first time classification recommendations from references such as producers, instructors or well-known ropers within their area when applying. Upon receipt of applications from first-time applicants, which are not accompanied with references, ropers will receive a temporary classification card, which will allow them to be classified based on input from his/her roping peers. Every effort will be made to prevent setting official handicaps by phone. First-time classifications are deemed to be temporary until performance data is obtained. Any temporary classification number is subject to change or correction by the ATRA in the event of an inaccurate first time determination.

Double Classification Number

Application for double number may be made in two different forms depending on the ropers' level of membership. Members may request a double classification number application from the ATRA National Office and submit the application accompanied by a \$40 Double Number fee. The application is then turned over to an administrator for further action through a review of performance data. If the applicant had applied and received a double number in the previous year there is a \$20 fee to renew a Double Number each year.

Appeals

To be eligible for an appeal, roper's must meet one of the following requirements: (a) Performance profile suggests the roper is struggling to compete. (b) No current performance data on file. (c) Ropers with medical conditions that affect their ability to compete (must provide medical records and a doctor's release). If a roper meets the above requirements, he/she will be placed on an appeal ballot for peer review and performance information will be gathered by the Classification office to complete the process. If an appeal is granted to lower a roper's classification and the result of doing so allows the roper to become dominant, the ATRA retains the right to immediately return the roper to the previous classification. The first appeal is free, however, a \$20 appeal fee, must accompany each additional request for an appeal in a calendar year.

Interim Changes

Final judgment in all classification disputes shall rest with the ATRA. ATRA reserves the right to change the classifications of ropers anytime throughout the year, where by performance data suggests the roper is miss-classified, or where by the roper exhibits a dominance or clear advantage at the assigned classification. All ATRA classification number changes will appear on the website.

TRIAD CLASSIFICATION CRITERIA

ATRA ropers will be rated from a #1 to a #10 based on their ability level using the TRIAD classification system. The following are the general classification definitions for each team roper ability level.

#1 TRUE BEGINNER - This person is learning to ride and swing a rope. Learning is priority over

competition.

#2 BEGINNER NOVICE - Inexperienced riders with little roping experience. Uncomfortable roping from a horse, this roper has difficulty controlling their horse and rope at the same time. This roper is new to competition.

#3 MID LEVEL NOVICE - This roper is competing more and catch percentages have increased. Comfortable roping from a horse, but limited horsemanship skills prevents control over any aspect of the run. This instability prevents making necessary adjustments during the course of a run, which leads to inconsistency from one run to the next.

#4 UPPER LEVEL NOVICE - Better rope handling mechanics allow for more catches. Better horsemanship skills afford control on slow moving steers but this roper still lacks the necessary rope skills and horsemanship to adjust to fast moving steers. Headers do not handle cattle very well and heelers lack ability to time feet. Both are inconsistent at putting runs together for the average.

#5 LOW LEVEL AMATEUR - (HEADER) Catches more than misses and handles cattle with more consistency. This roper rides a conservative barrier so most of his/her catches are well down the arena. This roper stands out in novice class roping.

(HEELER) This roper can sense being in time with the steer, which allows for a better catch to miss ratio. Reaction time is slow making it difficult to adjust to speed in the run. He/She has developed a pattern from one run to the next but struggles to catch many steers in succession. This roper stands out in novice class roping.

#6 MID LEVEL AMATEUR - (HEADER) Catches the majority of steers around the horns. Better at riding the barrier, this roper is turning steers where the heart of the roping is taking place. Skilled at handling steers through the corner, allows heelers to catch more easily and more frequently behind them. Typically rides to the hip of the steer before taking a throw and therefore does not take time out of the run.

(HEELER) This roper knows when they are in time with the steer. Better horsemanship and better rope handling skills allow them to make adjustments during the course of the run in order to time up with the steer. This roper rides a conservative corner and usually tracks the steer several jumps to find a throw. Timing is more automatic, so this roper will seldom completely miss a steer, however, he/she will frequently rope one leg. Focused more on catching than dictating the speed of the run.

#7 SEMI PRO - (HEADER) This roper can dictate the speed of the run. Skilled at riding the barrier, he/she will catch most steers in the upper 1/3 of the arena. This group consists mostly of the better headers in the amateur ranks of rodeo.

HIGH LEVEL AMATEUR - (HEELER) Sound horsemanship and sound rope skills allow this roper to catch most of their cattle by two feet. This roper sets the run up using a wide angle relative to the steer and rides aggressively through the corner. A solid catcher with intermittent ability to speed up the run. Typically this roper will hold slack overhead, thus allowing more rope to extend between them and the steer. The inability to quickly shut the run down on a consistent basis prevents a higher classification. Competitive jackpot heeler.

#8 PROFESSIONAL - (HEADER) This roper rides a barrier extremely well regardless of the length of score. They consistently rope their steers on the gain (a stride back of the steer) and with excellent horsemanship skills they control both the steer and the speed of the run. Rodeos both amateur and professional.

SEMI PRO - (HEELER) This roper rides higher and tighter horse position relative to the steer and consistently catches their steers on the third or fourth jump. Quicker at handling their slack, this roper can take time out of the run by dallying on a shorter rope. Competitive jackpot heeler with skills suited for the amateur ranks of rodeo.

#9 ELITE - (HEADER) Regardless of the roping conditions, this header has the unique calculated ability to control the run. They ride superior horses, which allow them to make the most of any steer they draw. This is a NFR quality header. This header generally ropes for a living and /or is among the best in the world.

PROFESSIONAL - (HEELER) This roper rides the corner looking for position that enables him to rope as the steer leaves the corner. This aggressive position allows him to rope most of his steers by two feet on the second or third jump. The skill set of this group is well suited for the professional and amateur ranks of rodeo.

#10 ELITE- (HEELER) This roper rides corner looking to rope the steer on the first legal jump and has the calculated ability to make up time on any given run. Superior horsemanship and rope handling skills allow him to rope most of his steers by two feet on the first or second jump. Ropes for a living and /or is among the best in the world. NFR quality heeler.

"ELITE" TRIAD CLASSIFICATION SYSTEM - A classification system is used to limit the margin of error in setting roping divisions. Each roper is classified or rated with a number 1 through 10, according to his or her ability to rope. No roper will be numbered higher than 10. Your classification number is your ability rating as judged by your peers and/or performance based. In order to fine-tune the TRIAD Classification System, USTRC and henceforth ATRA has implemented the "Elite" system. By definition an Elite roper is someone who has proven by performance to have a competitive advantage (or disadvantage) among his or her classification group but is not a full classification number off. Headers classified as a TRIAD #4 through TRIAD #7 will be eligible to receive an Elite classification. For example, a #5 header who has proven to have a competitive advantage will be reclassified as an Elite #5 (5.5). Moreover, a #5 header who has proven to struggle, but would be too dominant as a #4, would be reclassified as an Elite #4 (4.5). Therefore ropers can move up to an Elite status or down to an Elite status. The classification categories for Headers will be as follows: #1, #2, #3, #4, Elite #4 (4.5), #5, Elite #5 (5.5), #6, Elite #6 (6.5), #7, Elite #7 (7.5), #8, and #9.

Heelers classified as a TRIAD #4 through TRIAD #9 will be eligible to receive an Elite classification. For example, a #6 heeler who has proven to have a competitive advantage will be reclassified as an Elite #6 (6.5). Moreover a #6 heeler who has proven to struggle, but would be too dominant as a #5, would be reclassified as an Elite #5 (5.5). Therefore ropers can move up to an Elite status or down to an Elite status. The classification categories for Heelers will be as follows: #1, #2, #3, #4, Elite #4 (4.5), #5, Elite #5 (5.5), #6, Elite #6 (6.5), #7, Elite #7 (7.5), #8, Elite #8 (8.5), #9, Elite #9 (9.5) and #10.

The effect of the Elite system will further level the playing field by preventing two Elite ropers from partnering together unless they give up a division. For example, an Elite #5 header won't be allowed to enter the #10 division with an Elite #5 heeler. Instead, they will have to enter the #11 division. However, an Elite #5 header will be allowed to enter the #10 division with a #5 heeler. In other words, the sum of your classification and your partner's classification determines the division you are eligible to enter unless BOTH ropers are classified as "Elite". This procedure will more closely define the caliber of each roping division.