

**MEMBER ALERT Rule Change Notification**New Rule: Amendment: Deletion:

Date:	18/09/2015	Time:	4:45pm
Section:	#6 (#3 CAP) MACHINE ROPING RULES	Category:	

#6 RULES:

The #6 (#3 Cap) Machine Team Roping event shall be introduced as the ONLY numbered roping to be conducted with a Machine. All other numbered ropings are to be conducted on live cattle.

1. The team's run will commence when both partners are standing in the box area.
2. The Machine Operator shall start upon the nod of the Header.
3. Time will commence at the discretion of the event setup (manual or electronic).
4. The Header will rope the head and pull the slack out of the head loop, and is not required to dally.
5. The Machine will be turned off when the slack is pulled out of the head loop.
6. The Heeler will rope the heels and pull slack & dally if they so choose.
7. If the Heeler uses the No Dally Option, a 5 second penalty will be applied. Time will be stopped when the Heeler has pulled slack high.
8. The Promoter must notify the competitors if the Machine is not suitable for dallying tight. In this case, all Heelers will pull slack high.
9. There is no crossfire rule in this event. Crossfires will result in disqualification.

JUSTIFICATION:

BOD Meeting 08/09/2015

Moved: Clive Hanrahan, Seconded: Jeff Miller

Introduction of these rules with the introduction of the #6 (#3 Cap) Machine Roping sanctioned event as of 1st July 2015.

Distribution – Website, Newsletter

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AUSTRALASIAN TEAM ROPING ASSOCIATION

**RULE CHANGE
NOTIFICATION**