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www.michiganropersassociation.com

APRIL 2020

Membership Dues:

New \$82.00, Renewal \$80.00, Youth (age 16) \$15.00, Family \$125.00 (Parents + High School & under 18), Day Permit \$40.00 and Associate (bulletin only) \$30.00

Notes:

- 1. Jackpots can be cancelled without notice due to inclement weather, i.e. extreme heat or cold please call ahead if doubt.
- 2. Negative Coggins required at all roping functions
- 3. Western attire is appreciated at all roping events
- 4. Dogs must be on leash
- 5. Deadline for the Bulletin due by the 20th of the month

2020 Roping Schedule

April 11th, 2020 Rosebud Ranch 7440 Cox Rd. Bellevue, MI 49021 A.J. O'Heran 269-838-6636 Jason O'Heran 269-838-7518

11:00 AM

Open -5 Hd Progressive \$30/man \$17cc.

Payoff:1st go- 1 pl/50 teams, Avg.- 1/15 teams up to 4, 6 if over 100

11PT- 4 Hd Progressive \$25/man \$17 cc.

Payoff: 1st Go-1/50 tms, Avg - 1/15 teams up to 4, 6 if over 100

4 and Under Draw Enter 1 Draw 2 or Draw 3— 4 Hd Progressive \$75/man \$25.50 cc

Payoff: 1st Go-1/50 tms, Avg - 1/15 teams up to 4, 6 if over 100

Novice –2 Hd \$25/person \$10.00cc. Payoff: 1/10 entries, each side (header & heeler)

Ladies and Youth Breakaway-2Hd. \$45ef, \$20c. Payoff 1/5 entries

Rule Passed 2.29.2020

Two secretaries from each contractor are given a free voting and competing membership.

No \$1.00 day permit for any calf roping event. Day permits should be the same as the team roping.

Contractors can offer any calf roping division, or just breakaway (to include youth) as long as it's posted according to MRA rule book.

Electric timers can be used in calf roping events.

New Members Names must be emailed/texted into office within 2 days after roping so it can be forward for next roping.

If Draw Pot Roping it must be computer drawn, printed & posted.

Ropings cannot be capped.

STANDINGS

Thru 2/08/20

	5 & Above Heading			4 & Below Hea	ding		Novice Heading	
1	David Windon	1720.5	1	Mike Royston	736.5	1	Julie Chambers	121
2	Rob Pyne	1035.5	2	Brent Johnson	671	2	Hunter Pelham	162
3	Seth Madry	509.5	3	Jim Windon	474	3	Sue Windon	108
4	Mike Barkey	278	4	Mark Neukom	261	4	Marie Geerlings	80
5	Brett VanderKodde	134	5	Kelly O'Heran	242	5	Jake Snyder	30
6	Kacie Worgiss	34	6	Joel Neukom	237		Novice Heeling	
	5 & Above Heeling		7	Justin Kubiak	196	1	Trey Casey	226
1	Jake Hawkins	1118	8	Mike Barkey	182	2	Mark Herr	175
2	Nick O'Heran	490.5	9	Bronc Read	120	3	Cathy Smith	80
3	Garett Madry	425	10	Dick Smith	60	4	Jake Herr	70
4	Bill Tucker	400		4 & Below He	eling		Ladies Breakway	
5	Tim Gilliland	358.5	1	Tony Lauer	1272	1	Kacie Worgiss	88
		270	_	0 1 11 11			Youth	
6	Jesse Hawkins	279	2	Cody Newell	775		Breakaway	
7	Sam Beasley	272	3	Mike Kelly	577	1	Trey Casey	45
8	Cal Casey	230.5	4	Mikayla Smith	438			
9	Dusty Link	147	5	Jerry Newell	384			
10	Rob Pyne	76.5	6	Bruce Kelly	330			
			7	Sam Windon	125			
			8	Jayden Hawkins	110			
			9	Jake Herr	31			

Thank You to our 2019 Season Year End Award Sponsors!

Chris Rorick Trucking LLC
Dave & Gail Firman
Dennis Orr
Dick Smith
Gilliland Horse & Cattle Co.
Lapeer County Mounted Posse

Rule Proposals

2nd Time Submitted

Delete rule: Ropings cannot be capped.

Page #4 F. #1 The cost of a permit shall be forty (\$40) dollars and will allow the holder to rope that day only. Exception: Calf Roping Day Permit shall be twenty (\$20) dollars.

Current Rule states as follows:

ARTICLE VIII - TEAM ROPING

G. State Finals:

- 1. The top fifteen (15) headers and the top fifteen (15) heelers in each division will rope with each other at the State Finals roping. Ropers can only enter once unless they are in the top fifteen (15) of the year end standings on each side (Heading & Heeling) after the final regular season roping prior to the State Finals roping. Finals positions cannot be moved from one side (Header or Heeler) to the other. If a member in the top fifteen (15) does not enter the State Finals roping by the close of entries or is not qualified (competed in four (4) or more M.R.A. roping's for the current year) for the State Finals these positions will be filled by qualified members starting with position sixteen (16) and going down until fifteen (15) positions are filled for the finals.
- 2. A member must compete in at least four (4) M.R.A. Approved jackpots in the current year to be eligible (qualified) for State Finals.
- 3. The Board of Directors will determine the specific format of the State Finals Roping.
- 4. The amount of added money the M.R.A. adds per division to the State Finals will be based on the amount of run money collected throughout the year in that division. A minimum of 25% of the total run money collected in that division will be added to the State Finals roping.
- 5. To obtain a State Finals position at any jackpot there must be two (2) or more teams entered.
- 6. The State Finals roping format will be determined by the divisions Year End Championships are awarded in.

Proposed rule change:

G. State Finals:

- 1. A member must compete in at least four (4) M.R.A. Approved jackpots in the current year to be eligible (qualified) for State Finals.
- 2. The Board of Directors will determine the specific format of the State Finals Roping.
- 3. The amount of added money the M.R.A. adds per division to the State Finals will be based on the amount of run money collected throughout the year in that division. A minimum of 25% of the total run money collected in that division will be added to the State Finals roping.
- 4. To obtain a State Finals position at any jackpot there must be two (2) or more teams entered.

**This is a new number format a group has been working on. PLEASE read through it, talk to your directors and let them know what your thoughts and opinions are. **

M.R.A CLASSIFICATION CRITERIA

M.R.A. ropers will be rated from a #1 to a #7 based on their ability level using the following classification criteria. The following are the general classification definitions for each team roper ability level.

- #1 TRUE BEGGINNER- 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.
- #2- 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.
- #3- 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.
- #4 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 the lower class roping, however would struggle to rope faster cattle.
- (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 the lower class roping, however would struggle in the higher divisions.

#5 HEADER- Catches the majority of steers around the horns. Getting Better at riding the barrier, this roper is turning steers on a more consistent basis. Handling steers through the corner is becoming easier, allows heelers a more frequent shot behind them. Typically rides to the hip of the steer taking several throws and therefore does not take time out of the run.

(HEELER) This roper is starting to find timing with the steer and catching on a more consistent basis. 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. Better reaction time to the run is allowing the roper to adjust quickly and make moves to rope the steer.

#6 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. Focused more on catching than dictating the speed of the run.

#7 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.

(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.

"ELITE" roper- 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 7, according to his or her ability to rope. No roper will be numbered higher than 7. Your classification number is your ability rating as judged by the board of directors. In order to finetune this classification system, the M.R.A. 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 #2 through #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 all M.R.A members will be as follows: #1, #2, Elite #2 (2.5) #3, Elite #3 (3.5) #4, Elite #4 (4.5), #5, Elite #5 (5.5), #6, Elite #6 (6.5), #7, Elite #7 (7.5). Therefore, ropers can move up to an Elite status or down to an Elite status. 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.



Total Equine Horse Feed—As seen on "All Around Performance Horse" on RFD TV. Please contact Total Equine Distribute, Tom and Charlotte Kennedy 810-793-2659.

Tribute Equine Nutrition and Lone Star Ropes- Misty Meadow Ranch is now a dealer of both products. Contact us today for more information. Tony Lauer 810-223-4046