

## **Chapter XI**

### **Piales, Horse Heeling**

**Article 78.** This event consists of a mounted charro roping a horse exclusively by the hind legs and takes place in the rectangular runway that runs from the starting gate or exit chute at the far end of the lienzo towards the circular arena. After lassoing the horse, the roper dallies his rope around the saddle horn and, by slipping his rope, reduces the speed of the animal until bringing it to a complete stop, ultimately double wrapping or mooring his rope.

**Article 79.** This event begins when the horse to be caught leaves the starting gate and ends when the heeler brings it to a complete stop. The roper is obligated to retain his rope in his hand until the horse steps out of the rope, or when a horse remains roped the event ends when the horse enters the cattle ally or paddock area, or when still lassoed, the roper enters the arena with rope in hand, or when the horse changes its run direction towards the starting gate, or when the horse is roped at the flank.

**Article 80.** Each heeler will have 3 event opportunities, each to be scored individually. All three attempts will be made from the 30 meter mark of the length of the rectangular corral.

**Article 81.** The minimum distance between the roper's horse's hoofs and the inner wall of the lienzo will be of 4 meters.

**Article 82.** When the roper-up does not attempt a throw as the horse to be caught passes in front of his position (inner lienzo wall and the 4 meter chalk mark), even at a slow lope, that opportunity will be considered spent as the roper should attempt his throw at the horse regardless of its speed, except in the case of a walk, trot or leaving its trajectory from against the inner wall (zigzagging).

**Article 83.** The ropes to be used in this event will be readied during the Reining event in order to initiate the Heeling immediately following the previously mentioned event.

**Article 84.** The competitors in this event will have 2 minutes to prepare for executing each of their 3 opportunities. Time starts as indicated by the judge and ends when the roper's opportunity is considered spent.

**Article 85.** The horses to be roped will always run from the starting gate towards the arena area.

**Article 86.** All heel catches will be dallied vertically facing towards the lassoed horse and for the catch to be scored the roper must bring the animal to a complete stop.

**Article 87.** A horse catch dallied and tied can only be shadowed by the roper for a distance of 10 meters without being penalized.

**Article 88.** Catches of 3 and 4 legs or those that first land in the chest area and subsequently fall to the hind legs will not be considered clean catches and will not be scored.

**Article 89.** The minimum recommended weight of the animals to be roped is of 300 kg..

**Article 90.** If, after the horse in-play is brought to a complete stop, but returns still roped towards the starting gate, the catch will count.

**Article 91.** Fillings for the saddle tree horn can be made of wood, rope or agave/maguey cord.

**Article 92.** The rope coils should be held in the roper's rein hand or positioned under the roper's thigh.

**Article 93.** It is prohibited for any person on foot or horseback in the roping area to shadow or haze the horse in-play. If this is ignored the horse-catch will be disqualified.

## SCORES

- I. Underhanded whirl catch – 20 points.
- II. Overhanded whirl catch – 22 points.
- III. Underhand throw catch – 22 points.
- IV. Reverse throw catch – 24 points.
- V. Forward ocean wave catch – 24 points.
- VI. Reverse ocean wave catch – 26 points.
- VII. Jacket burner catch – 26 points.

## EXTRA POINTS

- I. For each additional meter from the 4 meter minimum throw distance – 1 point per meter.
- II. To slip the rope with roper's horse vertically facing the catch at a complete stand-still without moving or stepping in any direction/jibbing or prancing in place until stopping the run – 1 point.
- III. Holding all coils in the reining hand – 1 point.

## PENALTY POINTS

- I. At the catch, for the roper's horse to step on or over the 4 meter minimum throw distance chalk mark – minus 4 points.
- II. To dally or attempt to dally after the first try or to miss a wrap or to lose the lead – minus 2 points.
- III. To dally or attempt to dally looking down at the saddle tree horn – minus 4 points.
- IV. To dally without having made a clean catch unless the loop reaches the flank and then drops to the hocks or legs before being stopped – minus 2 points.
- V. For not slipping the rope to diminish the run, a hard and fast tie – minus 2 points.
- VI. To lower the dally hand towards the saddle tree fork – minus 2 points.
- VII. For the roper to be pulled by or to shadow the roped horse for more than 10 meters to a maximum of 20 meters – minus 2 points.
- VIII. To dally with the roper's horse standing askew – minus 2 points.
- IX. To allow the roper's horse to walk towards the outer lienzo wall having made the catch – minus 3 points.
- X. If the roper drops his rope or if the horse pulls the rope from his hands. Losing the rope is understood to be when same falls to the ground having dropped from the roper's hands. In this case, the catch will be a no-score – minus 6 points.
- XI. For each minute after the 2 minute window given the roper to prepare his throw beginning at the judge's signal – minus 2 points.
- XII. To dally the rope without a clean catch, catching the chest and/or forehands before resting on the hind legs – minus 2 points.
- XIII. To lose contact of the rope with the hands momentarily, whether the catch is clean or not (without the rope falling to the ground) – minus 2 points.
- XIV. To keep the rope dallied without a clean catch – minus 4 points.
- XV. To stop the horse by the flank – minus 4 points.
- XVI. To stay dallied after a catch has come off one leg while slipping – minus 2 points.
- XVII. To surpass the minimum 4 meter throwing distance to execute a catch – minus 4 points.

## DISQUALIFICATIONS

- I. To drop the rope coils on the ground or when the roper sits on them.
- II. Regardless if on foot or horseback, to haze or shadow the roper's horse. It is strictly prohibited for anyone on foot or horseback to remain next to the roper-up.
- III. For not bringing the roped horse to a complete stop.
- IV. For the rope in use to break at any time.
- V. To lose the rope or have the horse pull it from the roper's hands whether the catch is made or not unless the animal enters the cattle ally or paddock area or the roper reaches the arena area with rope in hand.

- VI. For the roper's horse to step on or over the 4 meter minimum throw chalk mark at the time of the catch attempt.
- VII. For the roper to be pulled by or to shadow the roped horse for over 20 meters.
- VIII. When a clean 2 hind-leg catch converts into a half catch or one-legged catch during the slipping.
- IX. To dally with the horse facing away from the arena.
- X. To use denim or any filling not permitted to fill the tree horn.
- XI. When any person on foot or horseback that belongs to the roper-up's team obstructs the horse, slowing it down thus facilitating the complete stop. If this is done by someone other than a member of the roper's team, he will be given an additional opportunity.
- XII. To stop the caught horse because the rope knotted on the saddle horn without the rope in hand, at the moment of the stop.

## Chapter XVI

### Fore footing on Foot or from Horseback

**Article 168.** Fore footing consists of a charro situated at any point, within the circular arena, at a minimum distance of 4 meters from the wall, who after fancy roping, catches the front legs of a horse that is hazed by three of his teammates on horseback to bring it to a full gallop.

The time limit given to execute the fore footing on foot or from horseback will be of 6 minutes, with two extra points credited for each unspent minute. Two additional minutes will be allowed, with a one point penalty for minute seven, and two points at minute eight. In the event an attempted catch enters during the 8th minute, and without having caught the horse, a three point infraction will be applied. Authorization to stop the chronometer will only be made at the first request for a horse's replacement, for an accident or when the horse to be roped jumps out of the arena area. The clock will not be stopped for second or subsequent horse change requests, horse changes will only be authorized if the horse is clean (not roped in any way).

In this event, each opportunity begins at the moment the hazers run the horse in-play between the arena barrier and the fore footer. At this point, the charro can initiate his fancy rope tricks, attempting the catch when the horse to be caught passes between the fence and charro for the second time (the horse in-play can only lap once around the arena from beginning to the end of the attempt). Each horse catching attempt ends when the horse is caught and frees itself of the rope or when the horse is not caught. The moment the horse passes in front of the fore footer for the second time, the opportunity is spent.

The fore footing event initiates at the time the horse to be run enters the arena and the judges determine that the time allotted to execute the 3 opportunities should begin. The fore footing event ends after the third catch opportunity is employed and the horse in-play is free from any rope and enters the corral.

**Article 169.** These events should be performed by one fore footer assisted by three hazers, members of the same team, unless the horse catcher is competing in an all-around competition, in which case the hazers can be members of other teams.

**Article 170.** Three catching opportunities will be given each on foot and from horseback. Each attempt, whether on foot or horseback, should be concluded with three different roping effects (the roping effect will be determined by the combination of the direction of the loop and/or the position or body movement of the roper).

**Article 171.** The horse catches can be attempted in one direction or the other (clockwise or counter clockwise). The roper can attempt all three catches from the same direction.

**Article 172.** The roper can position himself at any place within the arena that he finds convenient and at a distance of 4 meters from the arena barrier.

**Article 173.** If the hazers run the horse without having been requested by the roper, the opportunity will be considered in-play.

**Article 174.** The roper is obliged to begin his fancy roping at the moment the horse passes between him and the arena barrier. If he begins sooner, he will be penalized with 2 points, completed or not the horse catch. Additional points for fancy roping will begin only at the precise moment the horse to be caught passes between the roper and the arena barrier.

**Article 175.** Catches of one, three or four legs or with an entangled muzzle are disqualified.

**Article 176.** It is recommended that the hazers run in scale or fanned position as follows:

- Hazer one – in tandem behind the horse
- Hazer two – shadowing
- Hazer three – plugging the gap

**Article 177.** Should it be required, the animal to be roped can be coaxed on the hindquarters by the hazer in tandem.

**Article 178.** The hazers should start their run behind the horse to be roped at the least possible distance from the roper's position.

**Article 179.** If the roper doesn't complete his catch because of the horse's lack of speed (slow lope), the opportunity will be considered used, since the roper should complete his catch, regardless of the speed of the horse in-play, unless it is at a walk or trot.

**Article 180.** If the roper requests the run begin and the horse does not pass the roper's position as indicated, he can interrupt his fancy roping.

**Article 181.** The catch will be counted only if the fore footer on foot runs the rope a minimum of 10 meters by hand or around his hip. On horseback, running of the dally should be performed for the same 10 meters for the catch to be counted. If the caught horse is intentionally tripped (dropped by tightening the rope), the try is disqualified in either event and penalized as dictated by this rule book *Article 183*. In case of losing his rope, the fore footer will be penalized with 6 points.

**Article 182.** With regard to fore footing on foot, for the roper to obtain additional points for his fancy roping, he must complete the catch without making an extra rotation after the jump-through, otherwise the catch will be awarded a minimum score.

**Article 183.** The following will be disqualified, whether it occurs during the foot or on horseback events:

- To aggressively haze the horse, hitting it on the head with the rope.
- The fore footer who intentionally trips the caught horse will be suspended from competition for 365 calendar days, beginning on the date the action was committed.
- For not slipping the rope a minimum of 10 meters.
- For any hazer to block the caught horse before the rope has been slipped for 10 meters.

**Article 184.** If the catch has been made and the animal trips and falls or for any other reason falls without the involvement of the roper, his opportunity will be substituted, except when the horse rights itself with the catch secure and slipped by the roper. In this case, the chronometer will not be stopped.

**Article 185.** It is not permitted for persons not directly involved in the event from the arena passageway, from the area designated for the audience or from within the arena, to intervene during the hazing in favor of or against the roper by freighting the horse with the hands, hat or any other object or item causing it to shy or cutback, for the purpose of diminishing or stopping its run, unless it is done within the horse's draw zone to ensure the horse continues its run cadence.

**Article 186.** Throughout the fore footing events, only the roper, his hazers and the Arena Overseer are permitted in the area. No one on foot will be allowed in the arena, and if this should occur, a 2 point penalty will be applied against the roper during each of his opportunities.

**Article 187.** The judges will indicate the start of the time limit for this event, which totals 8 minutes, and which will begin when the horse to be roped enters the arena, whether the roper and/or the hazers are ready or not, or when the horse used in the Bareback Bronc event has been designated by the fore footer, and in this case, the timer will begin when the bareback rider is bucked off or has dismounted. Points for time saved under the limit will be applied to the fore footer's score.

**Article 188.** If the 8 minute limit has elapsed and the roper has not completed his 3 opportunities, the event will be considered over and only those opportunities completed will be scored.

**Article 189.** After the fore footing on foot event is completed, the horseback roper will be given a 2 minute window to start his performance. After the 2 minutes, the judges will begin the time limit chronometer or before, if everything is set to go.

**Article 190.** For both fore footing events, the horse to be roped must enter the arena without horseshoes, in the event that the horse has shoes, all opportunities will be disqualified.

**Article 191.** The minimum distance both on foot and on horseback between the roper and the arena wall is 4 meters.

**Article 192.** The roper on horseback will choose to use the animal roped on foot or not.

**Article 193.** Both for the fore footer on foot or on horseback for the springs to be scored, these must clearly fall below the brim of the roper's hat.

**Article 194.** The minimum weight for the horses used in these roping events is of 225 Kgs..

**Article 195.** For left-handed ropers, the horse's path will be inverted: clockwise will be counterclockwise and vice versa.

**Article 196.** All fore footing on foot must include a jump-through.

**Article 197.** Filling for the tree-horn can be of wood, rope or cactus/maguey cord.

**Article 198.** For fore footing from horseback event, the rope coils should be held in the hand holding the rein.

#### **FORE FOOTING ON FOOT SCORES**

- I. Simple with jump-through's from front to back or jump-through's from back to front - 12 points.
- II. Fancy going forward or back with jump-through's from front to back or jump-through's from back to front - 12 points.

#### **EXTRA POINTS FOR FANCY ROPING**

- I. For two or three jump-through's - 1 point.
- II. For four or more jump-through's - 2 points.
- III. For at any time making one or more lightning skip-through's - 1 point.
- IV. One or more simple right or left springs - 1 point.
- V. One or more right or left springs with a corporal rotation in the same direction as the spring - 2 points.
- VI. One or more right or left springs with a corporal rotation in the opposite direction of the spring - 3 points.
- VII. One or more right or left changes - 1 point.
- VIII. One or more right and/or left front or back pendants - 1 point.
- IX. One or more right or left rolls over the arms - 1 point.
- X. One or more corporal rotations opposite the direction of the loop - 1 point.
- XI. One or more unspecified tricks - 1 point.
- XII. Hand change - 1 point.

#### **EXTRA POINTS FOR CATCH EFFECTS**

- I. Desden or counterclockwise catch with clockwise body rotation - 1 point.
- II. Clockwise or counter Ocean Wave - 2 points.
- III. Counter hook clockwise catch with counterclockwise body rotation - 2 points.

- IV. Encounter (when catch is made clockwise as the horse passes counterclockwise or vice versa) – 1 point.

#### **EXTRA POINTS FOR SLIPPING**

- I. Slipping the rope around the hip, releasing the rope coils, a minimum of 10 meters - 1 point.  
II. Slipping the rope around the hip, by rotating the body without dropping the coils, a minimum of 10 meters - 2 points.

#### **EXTRA POINTS FOR TIME SAVED**

- I. One point for each unused minute of the 6 available in the event (added to the roper's overall score).

#### **PENALTY POINTS**

- I. If the horse catcher is not entirely ready to begin his performance (the roper cannot adjust his attire or his mounts fixings, stretch his rope or make practice catches). Penalty points will be deducted for each and every breach – minus 2 points.  
II. If one of the roper's team members or other unauthorized person attempts to flatten or even out the ground in the immediate area to be used by the roper. Penalty points for each and every breach – minus 2 points.  
III. To begin fancy roping before the horse to be roped passes in front of the roper. Penalty points apply whether the horse catch is completed or not – minus 2 points.  
IV. For defective fancy roping as, for example, when the roper is about to let fall his rope or the rhythm of same. Penalty points apply whether the roper regains control of his rope, completing or not the catch – minus 1 point.  
V. To grab the rope's loop while fancy roping – minus 2 points.  
VI. To step out of line to the right or the left in an attempt to make the catch. Penalty points apply whether the catch is completed or not – minus 2 points.  
VII. To step on or over the 4 meter mark with one foot during a catch attempt – minus 4 points.  
VIII. To make the catch and slip the rope the minimum of 10 meters, except if the horse slips and falls or returns its run in the direction of the roper – minus 1 point.  
IX. To follow after the roped horse in order to slip the rope, whether the catch counts or not – minus 2 points.  
X. To slip the rope without having caught the horse – minus 1 point.  
XI. For slipping the rope while placing a hand or knee on the ground – minus 2 points.  
XII. For slipping the rope with the horse's muzzle entangled in the catch – minus 2 points.  
XIII. For slipping a defective horse catch with the rope's spoke over the horse's back – minus 2 points.  
XIV. To fall while slipping the rope – minus 3 points.  
XV. For slipping a catch that was not clean, becoming a catch as the horse takes the rope – minus 4 points.  
XVI. If the roper drops the rope or is taken by the horse, if the catch is valid or not. (The rope is considered dropped if it makes contact with the ground while out of contact with the ropers hands, the opportunity is disqualified) – minus 6 points.  
XVII. To haze the horse unnecessarily, for each and every breach (penalty points will be applied to the team's score). – minus 1 point.  
XVIII. If the hazers do not apply themselves to the task at hand; fancy roping, reining, heeling or fore footing, for each and every breach (penalty points will be applied to the team's score) – minus 2 points.  
XIX. If the hazers do not return the horse to the corral after the event has ended (penalty points will be applied to the team's score) – minus 2 points.  
XX. For any persons on foot to be in the arena while the horse to be roped is being hazed during each opportunity – minus 2 points.  
XXI. For reaching the sixth minute of time allowed until the seventh minute – minus 1 point.  
XXII. For reaching the sixth minute of time allowed until the eighth minute – minus 2 points.

- XXIII. For having caught the horse and reaching the eighth minute of time allowed, only if the catch is valid – minus 3 points.

#### **DISQUALIFICATIONS**

- I. To attempt a horse catch without completing a jump-through.
- II. To step on or past the 4 meter limit chalk mark with both feet during catch attempt.
- III. When the fore footer steps across the 4 meter limit in order to shy away the horse to be roped. Disqualification applicable to each of the roper's opportunities.
- IV. If one or more of the hazers block the run of the horse to be roped, running at the required speed.
- V. To repeat the same catch in any of the roper's catch opportunities. Any catch made against its standard direction will not be considered a unique catch.
- VI. If one or more of the hazers fell the horse by direct contact (pushing with their horse's chest) or by using their ropes in any way to cause the horse to fall.
- VII. To aggressively haze the horse, hitting it on the head with the rope.
- VIII. If the roper's lariat breaks.
- IX. If the roper drops the rope or is taken by the horse, if the catch is valid or not. (The rope is considered dropped if it makes contact with the ground while out of contact with the ropers hands, the opportunity is disqualified) This does not apply when the mounted Arena Overseer is at fault. Any penalty points accumulated still apply.
- X. To intentionally wrangle the horse after it is caught. Refer to Article 183 of this rule book for any applicable punishments.
- XI. To lose cadence while fancy roping, unless the mounted Arena Overseer is at fault.
- XII. Any catches attempted after the 8 minute limit of the clocked event.



# ADECUACIONES AL REGLAMENTO GENERAL DE CHARRERÍA PARA LOS ESTADOS UNIDOS DE NORTEAMÉRICA

**Artículo 1.-** La forma de espuelear en las faenas de jineteo de toro, jineteo de yegua, y paso de la muerte, deberá ser moderada y sin hacer sangrar a los animales, de lo contrario se aplicaran 2 puntos de infracción y de ser exagerado el sangrado la suerte será descalificada menos los puntos malos acumulados.

**Artículo 2.-** En la faena de manganas a pie, en cada oportunidad en que se cuaje una mangana, para que esta cuente, deberán de chorrear ya sea pulso o de los cuadriles, con un mínimo de 10 metros y soltando las vueltas de su soga. El no hacerlo de cualquiera de estas dos formas será motivo de descalificación. El charro deberá en todo momento, tener control de su mangana. En las de a caballo se deberá de chorrear los mismos 10 metros amarrado a cabeza de silla, el no hacerlo de esta manera, no contara la mangana. En cualquiera de las dos suertes será descalificado el manganeador que derribe a la yegua, con las consecuencias que especifica el reglamento, independientemente de los 6 puntos malos que se generen.

## Adicionales

- |     |                                                                                                               |          |
|-----|---------------------------------------------------------------------------------------------------------------|----------|
| I.  | Por acertar mangana chorreando al cuadril soltando la reata, 10 metros como mínimo.....                       | 1 Punto  |
| II. | Por acertar mangana chorreando al cuadril girando sin soltar las vueltas la reata, 10 metros como mínimo..... | 2 Puntos |

## Infracciones

- |    |                                                                                                                                                             |         |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| I. | Por acertar mangana y no chorrear los diez metros reglamentarios, a excepción de que la yegua caiga por resbalón o se regrese con rumbo al manganeador..... | 1 Punto |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|

<b>II.</b>	Por seguir a la yegua para acomodarse y poder chorrear, cuente o no la mangana.....	2 Puntos
<b>III.</b>	Por chorrear no siendo mangana.....	1 Punto
<b>IV.</b>	Por chorrear apoyando una mano o la rodilla en el piso.....	2 Puntos
<b>V.</b>	Por chorrear mangana que lleve hocico.....	2 Puntos
<b>VI.</b>	Por chorrear mangana defectuosa, con la guía de sobre lomo de la yegua.....	2 Puntos
<b>VII.</b>	Por caer el lazador al estar chorreando.....	3 Puntos
<b>VIII.</b>	Por chorrear mangana que se hace en el camino.....	4 Puntos

**Artículo 3.-** Serán motivo de descalificación, tanto en manganas a pie como a caballo:

- ★ Azotar innecesariamente a las yeguas al arrearlas o golpearles la cabeza.
- ★ El competidor que intencionalmente estire y/o derribe al equino manganeado, será suspendido de sus derechos deportivos por 365 días naturales que contarán a partir de la fecha en la que cometa la infracción.
- ★ Poner las vueltas de la reata en la cabeza de la silla en las manganas a caballo.
- ★ Por no chorrear los diez metros como mínimo.
- ★ Por atravesar la cabalgadura de uno o varios arreadores para detener la carrera de la yegua antes de chorrear los diez metros.

**Artículo 4.-** Para las manganas tanto a pie como a caballo, el equino deberá entrar sin herraduras y en caso de hacerlo se descalificarán todas las oportunidades.

El resto de reglamento de competencias charras será aplicado sin ninguna adecuación.