



GALVESTON COUNTY FAIR & RODEO

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2021 RULES FOR SUMMER SERIES

ELIGIBILITY

Ages for the events will be determined as of September 1, 2020. Contestants must have been born between 9/2/2001 and 9/1/2017 to be eligible to compete. Contestants must be currently enrolled in school or have graduated in June, 2021. (If contestant has already graduated, then he or she must be a graduate of the current school year and be 19 or under.) Contestants must not be married. A minor's release will be required and must be signed by at least one parent or legal guardian. A registration fee is required for participation in the GCF&R Summer Series. If a member of the participant's immediate family is a current member of the Galveston County Fair & Rodeo, then they are exempt from paying the registration fee.

AWARDS, POINTS & REQUIREMENTS

Contestants competing in Sub-Junior, Junior, or Senior categories:

A 100-point system will be used for points each week. Points will be given as follows:

1 st place = 100 points	2 nd place = 90 points	3 rd place = 80 points
4 th place = 70 points	5 th place = 60 points	6 th place = 50 points
7 th place = 40 points	8 th place = 30 points	9 th place = 20 points
10 th place = 10 points	any place below 11 th and no times = no points	

GCF&R Summer Series will be giving one (1) place for every two (2) entries up to a maximum of five (5) places for over-all series event champions. For example: An average of eight entries over the entire six week series will award four places. Seventeen entries will award five (5) places. Twenty-six entries will award five (5) places, etc.

IN CASE OF A TIE:

The following procedure will be used to break the tie:

1. The contestant having won the most 1st, 2nd, 3rd, ect. will be the winner.
2. The fastest average time in that event for the summer will be the winner.
3. The contestant participating in the greatest number of weeks in that event will be the winner.

There will be no dropped times in Group 1. See General Rule 25 for Group 2 time explanation. A contestant must have a time to receive an award. In the roping events, the contestant must have caught at least once to receive a year-end award.

Contestant must participate in four (4) out of six (6) Thursday nights in each event and have all required paperwork turned in no later than week 3 to be eligible for any awards including participation awards.



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Each contestant will have to accumulate five (5) work points and five (5) concession points to receive year-end awards. Each class worked is worth one (1) point. All gate workers must be at least 18 years old. Each one (1) hour shift in the concession stand is worth 2.5 points. All concession stand workers must be at least 16 year old.

A minimum of 2 work points and 1 concession shift **MUST** be worked in each half of the series (weeks 1-3 & weeks 3-6).

Work points may be purchased for \$35.00 per point. If purchasing points, work points for weeks 1-3 must be paid by week 3 and weeks 4-6 must be paid by week 6. Any work points not worked or purchased will result in forfeiture of any awards earned. Any event sponsor (\$350.00 minimum) who has a contestant participating does not have to accumulate any work or concession points.

Contestants competing in Pee-Wee categories:

Contestants will receive weekly times, but no points will be awarded.

Contestants must compete in five (5) out of six (6) Thursday nights in both Pee-Wee events (Leadline and Ribbon Pulling) to receive buckles. Contestants competing in only one (1) event or competing in four (4) out of six (6) weeks will receive trophies.

Pee-Wee contestants do not have any work or concession point requirements.

No contestant can win prizes in both Pee-Wee and Sub-Junior categories.

ALL AROUND AWARDS

There will be three (3) All Around Awards given for Arena 1 and three (3) All Around Awards given for Arena 2.

The divisions will be based on the following age groups:

- Sub-Junior (3-8), Junior (9-13), and Senior (14-19)

To be eligible for an All Around Award, Group 1 contestants must compete in **ALL** three (3) events and Group 2 contestants must compete in three (3) or more events.

The point system and participation requirements will remain the same as described for event champions. All eligible points will be tallied across the entire series and ranked by age division.



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GENERAL RULES

1. There will be **NO PROTESTS!**
2. No contestant may compete in two (2) different age groups. The GCF&R Summer Series offers three age groups: 3-8 (birthdate: 9/2/2011 – 9/1/2017), 9-13 (birthdate: 9/2/2006 – 9/1/2011), and 14-19 (birthdate: 9/2/2001 – 9/1/2006).
3. Contestants in the 3-8 age group are eligible to win prizes in the Pee-Wee category or in the Sub-Junior category, but not in both in the same year!
4. The decision of the judges, flagman and/or arena officials is **FINAL!**
5. All event rules will be determined by the GCF&R Summer Series Committee.
6. No hats or caps will be worn during events. Safety helmets are allowed.
7. Shirts with sleeves (NO alterations!), long pants, and heeled footwear are required! Questionable attire will be left to the committee's judgment.
8. Horses may run through the center alley for speed events.
9. Know the line up and be ready to run when it is your turn. When your name is called, you will have no more than sixty (60) seconds to enter the arena from the first call. If your name is called three (3) times and you are not in the arena, you will be scratched and not allowed to participate in that event. **No refunds will be given for missed runs.**
10. There will be NO ALCOHOL allowed on the premises during Summer Series! Any youth caught with alcoholic beverages or tobacco products will be barred from the summer series. Any adult caught with alcohol will be asked to leave immediately.
11. Any child or parent that displays poor sportsmanship will be asked to leave.
12. No checks accepted.
13. Gates will be opened on roping events.
14. If horse, rider, or stock enters gate at catch pen during a run, it is a "No time".
15. Breakaway Roping: rope must be broken from horn of saddle before stock enters catch pen gate. Rider must not touch saddle or rope before rope breaks away from horn or it is a no time. String must be obtained from the line judge.
16. NO LEADING OF HORSES IS ALLOWED (past starting line) in speed events.
17. There will be a sixty (60) second time limit on all events.
18. No one is allowed in the arena during roping events.
19. Current negative Coggins documentation must be submitted **at time of registration**. In addition, a copy must be provided to the Summer Series to be kept for office purposes. Note: the GCF&R Summer Series committee reserves the right to verify Coggins documentation against horses at any time.
20. Birth certificate of contestant must be submitted **at time of registration**. In addition, a copy must be provided to the Summer Series to be kept for office purposes.
21. W-9 forms must be filled out (including accurate social security numbers) and presented for all contestants **at time of registration**. In addition, the form must be filed and held at the fair office for end of series accounting and tax purposes.
22. No horses will be tied anywhere on the alleyway fence.



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23. No sitting, standing or climbing on the alleyway fences.
24. All barrel and pole patterns as well as the timers in Arena 1 will be set by laser. In the event of a laser malfunction, set measurements of the patterns, confirmed by the committee will be on hand.
25. Group 2 events may be entered a maximum of two (2) paid runs each week. The best time from the two runs in each event for that night will be recorded.

PEE-WEE

Contestants must be between 3 & 8 years of age. (Birthdate between 9/2/2011 – 9/1/2017).

A. LEADLINE

1. Contestant must be led.
 - Person leading contestant must be 16 years old or older
2. Pattern will be straights.

B. RIBBON PULLING

- Stock
 - (1) Goat will be staked with rope five feet in length.
 - (2) Goat will be changed every five (5) contestants.
 - (3) Goat shall be held at end of rope facing contestant and released when contestant crosses starting line.
- Arena
 - 1 Stake is to be driven into ground so that none of it is visible.
 - 2 Goat is to be staked 15 feet from starting line.
- Time
 - (1) Time will start when contestant crosses starting line and stop when contestant pulls flag from goat and crosses back over starting line.
 - (2) Contestant must have flag in hand to receive time.
 - (3) Sixty (60) second time limit.

GROUP 1

A. STRAIGHT BARRELS

1. No barrel may be closer than twenty (20) feet from any arena fence.
2. First barrel must be twenty (20) feet from starting line.
3. There is sixty (60) feet between barrels.
4. Location must be permanently marked each week.
5. Barrels must be easily seen by horse and rider.
6. All barrels are to be INSIDE of stake.

- PATTERN

- (1) Contestants will start from behind the starting line.



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(2) Pattern may be ran to the right or to the left of the first barrel then continue the figure eight pattern. ALL FORWARD MOTION.

- TIME

(1) Time starts when contestant crosses starting line and stops when he/she crosses it again after completing pattern.

(2) No reruns or restarts on broken patterns.

- PENALTIES

(1) There will be a +5 second penalty for each barrel knocked over.

(2) A knocked over barrel that stands back up again on its other end will still be considered a knocked over barrel.

- DISQUALIFICATION AND “NO TIME” IF

(1) Contestant commits any offense listed in rules.

(2) Contestant breaks the pattern.

(3) Contestant stops forward motion or backs.

(4) Contestant does not remain mounted for the entire run.

(5) Contestant crosses starting line during run.

Note: Any broken pattern called by the judge shall result in the rider immediately exiting the arena for that event. There will be no re-rides for a broken pattern.

B. CLOVERLEAF BARRELS

1. The barrels may be placed by the management at distances that conform with the arena conditions, as decided by the arena director, but no closer than fifteen (15) feet off any fence.

2. Location must be permanently marked each week.

3. Barrels must be easily seen by horse and rider.

4. All barrels are to be INSIDE of stake.

- PATTERN

(1) Contestants will start from behind the starting line.

(2) Patterns may be ran to the right or to the left.

(3) Contestant will run around first barrel, then around second barrel, and continue around barrel three and finish by crossing the starting line on the way back. ALL FORWARD MOTION.

- TIME

(1) Time starts when contestant crosses starting line and stops when he/she crosses it again after completing pattern.

(2) No reruns or restarts on broken patterns.



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- PENALTIES
 - (1) There will be a +5 second penalty for each barrel knocked over.
 - (2) A knocked over barrel that stands back up again on its other end will still be considered a knocked over barrel.

- DISQUALIFICATION AND “NO TIME” IF
 - (1) Contestant commits any offense listed in rules.
 - (2) Contestant breaks the pattern.
 - (3) Contestant stops forward motion or backs.
 - (4) Contestant does not remain mounted for the entire run.
 - (5) Contestant crosses starting line during run.

Note: Any broken pattern called by the judge shall result in the rider immediately exiting the arena or that event. There will be no re-rides for a broken pattern.

C. POLE BENDING

1. The first pole is to be twenty-one (21) feet from the starting line.
2. Each of the poles are to be twenty-one (21) feet apart.
3. Location must be permanently marked each week.
4. Poles must be mounted on a flexible base.
5. Poles must be six (6) feet tall from base to top of pole.
6. All poles are to be to the SIDE of stake.

- PATTERN
 - (1) Contestants will start from behind the starting line.
 - (2) Pattern may be ran to the right or to the left of the first pole and then continued accordingly. ALL FORWARD MOTION.

- TIME
 - (1) Time starts when contestant crosses starting line and stops when he/she crosses it again after completing pattern.
 - (2) No reruns or restarts on broken patterns.

- PENALTIES
 - (1) There will be a +5 second penalty for each pole knocked over.

- DISQUALIFICATION AND “NO TIME” IF
 - (1) Contestant commits any offense listed in rules.
 - (2) Contestant breaks the pattern.
 - (3) Contestant stops forward motion or backs.

Note: Any broken pattern called by the judge shall result in the rider immediately exiting the arena for that event. There will be no re-rides for a broken pattern.



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- (4) Contestant does not remain mounted for the entire run.
- (5) Contestant crosses starting line during run.

GROUP 2

A. GOAT TYING

1. Contestant must be mounted on a horse.
2. Contestant must use leather string or pigging string.

- STOCK

- (1) Goat shall be staked with a rope ten (10) feet in length.
- (2) Goat will be changed every five (5) contestants.
- (3) Goat shall be held at end of rope facing contestant and released when contestant crosses starting line (and flag is dropped).

- ARENA

- (1) Stake is to be driven into ground so that none of it is visible.
- (2) Goat is to be staked 105 feet from starting line.
- (3) Gates are to be closed after contestant enters arena.

- PROCEDURE

- (1) Contestants will ride from starting line to goat, dismount, and throw goat by hand. Goat must be cleared. If goat is down when contestant reaches it, it must be cleared to the satisfaction of the judge and thrown by hand.
- (2) Contestant will cross and tie any three (3) feet together with leather string or pigging string. A legal tie will include one or more wraps and a half hitch or tie.
- (3) Contestant will stand clear of goat.
- (4) Goat must remain tied for at least five (5) seconds.

- TIME

- (1) Time starts when mounted contestant has crossed the starting line and will stop when flag judge signals the end of the tie.
- (2) Goat must remain tied for at least 5 seconds. This time starts when contestant has moved at least three (3) feet away from goat and rope.
- (3) There will be a sixty (60) second time limit.

- PENALTIES

- (1) There will be a +10 second penalty if the horse or rider hit the goat rope while still mounted.
- (2) A contestant is considered mounted until both feet are on the ground.



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- DISQUALIFICATION AND “NO TIME” IF
 - (1) Contestant commits any offense listed in rules.
 - (2) The goat does not remain tied for 5 seconds.
 - (3) The tie is ruled illegal.
 - (4) The goat is not cleared.
 - (5) There is any intentional abuse to the livestock.

B. CHUTE TIE DOWN GOAT ROPING

1. Contestants must be 8 & under.
2. No horses will be used.
3. Contestant must furnish his or her own rope.
4. Rope will be tied to saddle horn.
5. Saddle will be provided.

- STOCK

- (1) Goats will be chute ran.

- PROCEDURE

- (1) Contestants will be mounted in a saddle on top of the chute.
- (2) Rope will be tied to saddle horn.
- (3) Contestants will signal for goat by nodding his or her head at the gate person.
- (4) Goat will start out of chute and contestant will try to rope goat.
- (5) Only one (1) loop will be permitted.
- (6) Catch as catch can with rope but roper must hold goat until roper has his hands on the goat.
- (7) After roping goat, roper must dismount, go down rope, throw goat by hand, cross and tie any three feet.
- (8) A legal tie shall consist of one or more wraps and a half hitch with at least one wrap around all three feet.
- (9) If goat is down when roper reaches it, it must be cleared to the satisfaction of the judge and be thrown by hand.
- (10) If roper's hand is on the goat when goat falls, it is considered thrown by hand.
- (11) Tie must hold until passed on by the judge and roper must not touch the goat after finishing signal until judge has completed his examination.
- (12) The field judge will pass on the tie, timing six (6) seconds from the time the roper clears the goat.
- (13) Time starts when goat exits the chute and ends when the roper clears the goat . Flagman will start time.
- (14) There will be a sixty (60) second time limit.



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- DISQUALIFICATION AND “NO TIME” IF
 - (1) Roper fails to rope goat.
 - (2) Lost or broken rope.
 - (3) The tie comes loose or goat gets up before the time is ruled fair.
 - (4) The tie is ruled illegal.

C. CHUTE BREAKAWAY ROPING

1. Contestants must be 8 & under.
2. No horses will be used.
3. Contestant must furnish his or her own rope with flag attached at end of rope.
4. Rope will be tied to chute with breakaway string.

- STOCK

- (1) Calves will be chute ran.

- PROCEDURE

- (1) Contestants will signal for calf by nodding his or her head at the gate person.
- (2) Calf will start out of chute and contestant will try to rope calf around the neck.
- (3) A legal catch is any loop that passes over the entire head of the calf and breaks the string, does not have to be bell collar catch.

- TIME

- (1) Time starts when calf breaks the plane at the end of the chute. Flagman will start time.
- (2) There will be a sixty (60) second time limit.

- DISQUALIFICATION AND “NO TIME” IF

- (1) Roper fails to rope calf.
- (2) Roper breaks string with his or her hand.
- (3) Lost or broken rope.

D. BREAKAWAY ROPING

1. A legal catch is a clean bell collar loop when string breaks.
2. The rope must be tied with string to the saddle horn.
3. A rag or handkerchief of contrasting color to rope color must be attached to rope at the horn.
4. Contestant must stay mounted until calf breaks string.
5. ONLY ONE LOOP may be used.
6. CALF must break string.
7. String must be obtained from line judge.



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8. Back gate will be open.

- TIME

- (1) Time is between barrier flag and field judge.
- (2) There will be a sixty (60) second time limit.

- PENALTIES

- (1) There will be a +10 second penalty for breaking the barrier.

- DISQUALIFICATION AND “NO TIME” IF

- (1) Contestant commits any offense listed in rules.
- (2) Roper fails to rope calf.
- (3) Roper breaks string with his or her hand.
- (4) Contestant is not mounted when calf breaks string.
- (5) Lost or broken rope.
- (6) Rope goes on calf before neck rope comes off.
- (7) There is any intentional abuse to the livestock.
- (8) If calf enters catch pen before the string breaks.

- RE-RUN

- (1) If contestant does not ask for calf, he must stop his horse as soon as possible without throwing his or her rope and a re-run will be given. If contestant throws his rope, it will forfeit the re-run.
- (2) Contestant can be fouled at barrier by calf neck barrier ONLY. If contestant is fouled, the roper must pull up immediately without throwing his or her loop.

E. TIE DOWN CALF ROPING

1. Only one (1) loop will be permitted.
2. Catch as catch can with rope from horse but rope must hold calf until roper has his hands on the calf.
3. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf.
4. Contestant may have anyone start his calf.
5. Rope must be tied hard and fast.
6. After roping calf, roper must dismount, go down rope, throw calf by hand, cross and tie any three feet.
7. A legal tie shall consist of one or more wraps and a half hitch with at least one wrap around all three feet.



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8. If calf is down when roper reaches it, it must be cleared to the satisfaction of the judge and be thrown by hand.
9. If roper's hand is on the calf when calf falls, it is considered thrown by hand.
10. Tie must hold until passed on by the judge and roper must not touch the calf after finishing signal until judge has completed his examination.
11. The field judge will pass on the tie, timing six (6) seconds from the time the roping horse takes his first step forward after roper has remounted and put slack in the rope. IN THE EVENT A CONTESTANT'S CATCH ROPE IS OFF THE CALF AFTER THE COMPLETEION OF THE TIE, THE SIX (6) SECOND TIME PERIOD IS TO START WHEN THE ROPER CLEARS THE CALF.
12. Rope will not be removed from calf and rope must remain slack until field judge has passed tie.
13. Contestant must compete on calf drawn.
14. Neck rope mandatory, keeper optional.
15. Catch gate will be open.

- OFFICIALS

- (1) Two (2) or more time keepers
- (2) One (1) field judge with stopwatch.
- (3) One (1) barrier judge.

- TIME

- (1) Time is between barrier flag and field judge.
- (2) There will be a sixty (60) second time limit.

- PENALTIES

- (1) There will be a +10 second penalty for breaking the barrier.

- DISQUALIFICATION AND "NO TIME" IF

- (1) Contestant commits any offense listed in rules.
- (2) Roper fails to rope calf.
- (3) Lost or broken rope.
- (4) Rope goes on calf before neck rope comes off.
- (5) There is any intentional abuse to the livestock.
- (6) The tie comes loose or calf gets up before the time is ruled fair.
- (7) The tie is ruled illegal.
- (8) There is any intentional dragging of the calf.

F. RIBBON MUGGING

1. While calf is in chute, a short length of ribbon must be fastened to the tail head of calf.



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2. It will be up to the contestant to secure a mugger. **MUGGER MUST BE A CONTESTANT BUT DOES NOT HAVE TO BE FROM THE SAME AGE GROUP.**
3. After the calf is roped, only the roper/runner can remove the ribbon from the calf's tail and run back across the flag line for a time.
4. The flag line will be determined by the judge.
5. If the ribbon is removed on the chute side of the flag line, runner must cross flag line to signal time.
6. Roper/runner must hand ribbon to the judge immediately after the run.
7. Catch as catch can with rope mounted on horse. Rope must hold calf until ribbon is removed or until the roper or mugger has his hands on the calf. Roper or mugger must have hands on calf if rope comes off.
8. Neck rope or keeper must be used.
9. Mugger must remove roper's horse from the arena.
10. Catch gate will be open.

- **TIME**

- (1) Time is between barrier flag and field judge.
- (2) There will be a sixty (60) second time limit.

- **PENALTIES**

- (1) There will be a +10 second penalty for breaking the barrier.

- **DISQUALIFICATION AND "NO TIME" IF**

- (1) Contestant commits any offense listed in rules.
- (2) Roper fails to rope calf.
- (3) Contestant receives assistance during the run from someone other than the mugger.
- (4) Mugger removes ribbon.
- (5) Rope does not hold calf until roper or mugger has hands on calf.
- (6) There is any intentional abuse to the livestock.

- **RE-RUN**

- (1) If contestant does not ask for calf, he must stop his horse as soon as possible without throwing his or her rope and a re-run will be given. If contestant throws his rope, it will forfeit the re-run.
- (2) Contestant can be fouled at barrier by calf neck barrier **ONLY**. If contestant is fouled, the roper must pull up immediately without throwing his or her loop.
- (3) If there is no ribbon on the calf's tail and the runner calls attention to that fact immediately.
- (4) Any penalties incurred during original run will be added to re-run time.



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G. BREAKAWAY STEER ROPING

1. A legal catch is:
 - (1) Around the horns
 - (2) Around the neck
 - (3) Half head
 - (4) When string breaks
 2. The rope must be tied with string to the saddle horn.
 3. A rag or handkerchief of contrasting color to rope color must be attached to rope at the horn.
 4. Contestant must stay mounted until steer breaks string.
 5. ONLY ONE LOOP may be used.
 6. STEER must break string.
 7. String must be obtained from line judge.
 8. Back gate will be open.
- TIME
 - (1) Time is between barrier flag and field judge.
 - (2) There will be a sixty (60) second time limit.
 - PENALTIES
 - (1) There will be a +10 second penalty for breaking the barrier.
 - DISQUALIFICATION AND “NO TIME” IF
 - (1) Contestant commits any offense listed in rules.
 - (2) Roper fails to rope steer.
 - (3) Roper breaks string with his or her hand.
 - (4) Contestant is not mounted when steer breaks string.
 - (5) Lost or broken rope.
 - (6) Rope goes on calf before neck rope comes off.
 - (7) There is any intentional abuse to the livestock.
 - (8) If steer enters catch pen before the string breaks.
 - RE-RUN
 - (1) If contestant does not ask for calf, he must stop his horse as soon as possible without throwing his or her rope and a re-run will be given. If contestant throws his rope, it will forfeit the re-run.
 - (2) Contestant can be fouled at barrier by calf neck barrier ONLY. If contestant is fouled, the roper must pull up immediately without throwing his or her loop.

H. TEAM ROPING

1. May rope twice for points but opposite ends only.



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2. May sign up to courtesy rope. Courtesy ropers are drawn by office staff. Contestants may not choose their own courtesy ropers. Courtesy ropers will **NOT** receive any points.
3. Roper is permitted one rope, each team is allowed two (2) loops total.
4. Contestants are not allowed to change catch by rubbing rope over horn or nose by hand to attempt to make a bad catch legal.
5. Loops may be changed by fishing only.
6. Header of team **MUST** come from behind the barrier.
7. Animals must be on their feet when roped by either end.
8. **HEADER MUST DALLY AND HEELER MAY BE TIED OFF IF UNDER 14 YEARS OF AGE. NO EXCEPTIONS.**
9. Gates will be open.

- **LEGAL HEAD CATCHES:**

- (1) Around the horns
- (2) Around the neck
- (3) Half a head

- **LEGAL HEEL CATCHES:**

- (1) Any heel catch behind both shoulders is legal if rope comes on from around the heels.
- (2) Dew claw catches are legal if rope holds for flagger inspection.

- **OFFICIALS**

- (1) Two (2) or more time keepers
- (2) One (1) field judge with stopwatch.
- (3) One (1) barrier judge.

- **TIME**

- (1) Time is between barrier flag and field judge when steer is roped on both ends in a direct line and horse is on all fours. Horses facing steer in an "L" or better, with rope tightly dallied.
- (2) There will be a sixty (60) second time limit.

- **PENALTIES**

- (1) There will be a +10 second penalty for breaking the barrier.
- (2) There will be a +5 second penalty for catching only one heel.

- **DISQUALIFICATION AND "NO TIME" IF**

- (1) Either contestant commits any offense listed in rules.
- (2) Animal is not on its feet when roped by either end.
- (3) Using more than two (2) loops per team.



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- (4) Failure to head steer before heeling.
 - (5) Lost or broken rope.
 - (6) Either contestant dismounts during contest run.
 - (7) Front foot in heel catch.
 - (8) Header fails to catch.
 - (9) There is any intentional abuse to the livestock.
 - (10) **CROSSFIRING: THIS CONSISTS OF ROPING THE HEEL OF THE STEER BEFORE ITS DIRECTION HAS CHANGED.** Direction of the steer must be changed by the header and in a forward motion.
 - (11) If steer enters the catch pen before being flagged it is considered a no time.
- **RE-RUN**
 - (1) If contestant does not ask for calf, he must stop his horse as soon as possible without throwing his or her rope and a re-run will be given. If contestant throws his rope, it will forfeit the re-run.
 - (2) Contestant can be fouled at barrier by calf neck barrier **ONLY**. If contestant is fouled, the roper must pull up immediately without throwing his or her loop.