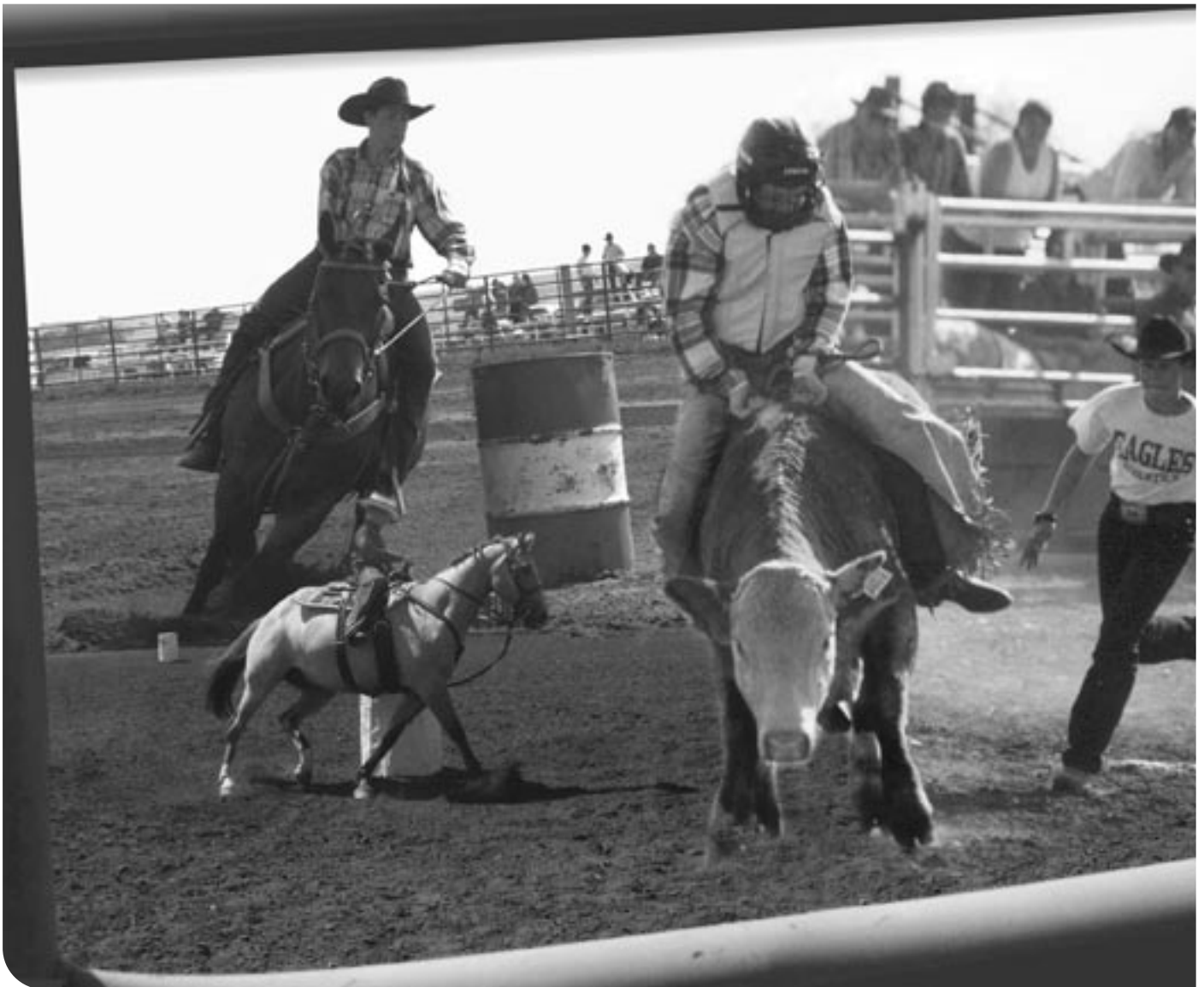




Alberta
AGRICULTURE, FOOD AND
RURAL DEVELOPMENT
4-H Branch

www.4h.ab.ca

ALBERTA 4-H PROJECT MANUAL



Rodeo Project

MEMBER GUIDE

The 4-H Motto

"Learn to Do by Doing"



The 4-H Pledge

I pledge

*My **Head** to clearer thinking,*

*My **Heart** to greater loyalty,*

*My **Hands** to larger service,*

*My **Health** to better living,*

For my club, my community, and my country.

The 4-H Grace

(Tune of Auld Lang Syne)

*We thank thee, Lord, for blessings great
on this, our own fair land.*

*Teach us to serve thee joyfully,
with head, heart, health and hand.*

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Check out our web site at: <http://www.4h.ab.ca>

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INTRODUCTION

Rodeo has always been an integral part of Alberta's history. Modern day rodeo is both an admired athletic event and a popular form of entertainment. The professional rodeo contestants of today are athletes, who have superior horsemanship skills, physical conditioning, and knowledge of their sport. This rodeo project, together with the first three levels of the Horsemanship Project, will help you on your way to becoming a successful rodeo contestant.

The 4-H Rodeo Project is an extension of the 4-H Equine Program, offering an educational focus on rodeo as an event. It involves members, competitive horses and rodeo livestock. The activity portion of the sport also includes the skills required to organize a rodeo (including jobs such as stock contractor, secretary, announcers, judges, and timers).

There are no substitutes for rodeo clinics and good hands-on training. The skills of rodeo can be learned through many hours of study, practice and actual competition. Simulated training situations, encouraging fun in a safe learning environment, will also develop skills and confidence. Members will never forget the excitement of competition, the need for courage and determination when things get tough, or the satisfaction of meeting other contestants.

Objectives

The 4-H Rodeo Project strives to provide an opportunity for 4-H members to learn:

- New horsemanship skills and challenge existing ones.
- An appreciation of rodeo as a healthy and enjoyable form of family recreation.
- In a safe environment, develop the physical skills necessary for competition in rodeo events.
- Safe handling of livestock.
- Develop citizenship and community responsibilities through teamwork and support of local rodeo projects and activities.
- And how to organize and conduct their own rodeo.

Safety First!

Members need to understand that rodeo can be a 'dangerous sport' performed with speed, utilizing stock that is unpredictable and difficult to control.

How the 4-H Rodeo Project Works

Members may choose to participate in all of the 4-H Rodeo Project events and/or they may choose to specialize in one event. However, for their involvement in the Rodeo Project to be recognized as a 4-H Project, they must specialize in at least one of the Approved 4-H Rodeo Project events. This means that they will be required to work through the assessment tools and keep a record book on their participation in this event.

Approved 4-H Rodeo Project events:

- Barrel Racing
- Break-Away Roping
- Goat Tying
- Pole Bending
- Steer Riding
- Team Roping
- Key Hole Race

The Assessment Tools

For each of the approved 4-H Rodeo Project events, assessment tools have been developed. Each 4-H Member is encouraged to get involved in the assessment program. It provides a challenge for members as they progress in age and ability.

Assessment tools (benchmarks) help you know what you are expected to learn with each rodeo event. A leader, parent, or rodeo coach will use them to assess your knowledge and skills in each project.

How you complete these assessments is up to you and your leader or coach. Your assessments will not be monitored other than through your 4-H club. For your own learning benefit, you are encouraged to be honest and realistic with your ability to complete each of the assessments. One benefit of this program is that, if you were to move to a different club, your new leader could review your completed assessments and know where you fit into your new club.

•Assessment Tools help to make it clear what you are expected to learn in each project.

Since everyone in the province will use the same tools, you will be able to learn and to compete with other rodeo contestants of the same abilities (assessment levels).

As you work through the Rodeo Project, we recommend that you also continue working through the Horsemanship Levels 3 to 7. They are designed to improve your (and your horse's) skills and therefore enable you to be the best you can be – No matter what event you chose in the future.

4-H RODEO PROJECT RULES

General Rules:

1. Designated emergency medical personnel and/or ambulance must be readily available at all rodeos.
2. Each club must have their own chaperone.
3. Host club and community are not responsible for injuries.

Member Eligibility:

1. 4-H Project Rodeos are open to all 4-H members enrolled in a 4-H equine project who are working on, or who have completed Horsemanship Level 2 and who have had prior training in each event entered. Steer/cow riding is open to any 4-H member, who can show proof of training for this event.
2. 4-H Invitational Rodeos are open to any 4-H member who can provide documentation of prior training in each event entered. An Invitational Rodeo is open all 4-H members for the 2004-2005 4-H club year. Eligibility is being reviewed for the 2005-2006 4-H club year.
3. If the competition is run in age categories, they should follow the standard 4-H age divisions (ages as of January 1st of current year): Juniors 9-11 years, Intermediates 12-14 years, and Seniors 15-20 years. The committee may divide contestants using an alternate method (i.e. skill levels).

Member Responsibility:

1. All participating members must have read the current 4-H Rodeo Rules.
2. All members must wear proper western attire including - cowboy hat or helmet, heeled cowboy boots (pull on recommended) and long sleeved shirt when they enter the arena, including one (1) hour before and one (1) hour after the rodeo.
3. It is the responsibility of the contestant to check with the rodeo office in case there is a change in the program.
4. Contestants are responsible for confirming entries before the beginning of the rodeo.
5. Contestants must be ready to go in the arena for their event, also ready to return to the arena for ribbon presentation.

Safety Gear:

1. Helmets, flak jackets and protective mouth gear are mandatory in steer/cow riding. A facemask is also strongly recommended.
2. A riding helmet may be worn in any rodeo event without risk of penalization.

Horse Project Records:

1. A 4-H horse project record book must be available on request for a member's project horse used at a 4-H project rodeo.
2. A copy of a member's Level Assessment may also be requested at any project rodeo.

Approved 4-H Rodeo Events:

1. The 4-H Branch sanctions the following events as approved 4-H rodeo events.
 - Barrel Racing
 - Break Away Roping
 - Goat Tying
 - Pole Bending
 - Steer Riding
 - Team Roping
 - Keyhole Race
2. The applicable rules, guidelines and assessment tools for each event are published in the 4-H Rodeo Manual available from the 4-H Branch. All rules must be strictly adhered to.
3. To add an event to the list of approved 4-H rodeo events, a proposal must be submitted to the 4-H Branch with the appropriate assessment tools, rules, guidelines and safety precautions for review. The review process may take up to one (1) year.
 - If the proposal is approved, the event will be added to the list of Approved 4-H Rodeo events. The added event will be included in the 4-H Rodeo Manual or will be available as an addendum to the 4-H Rodeo Manual and will be listed on the 4-H website as approved until the manual is reprinted.
 - The 4-H Branch and Alberta 4-H Council reserves the right to reject the proposal or to recommend changes to the proposal for re-submission.
 - The 4-H Branch will notify the proposal's contact person in writing with the decision and follow-up action.
3. Any rodeo events conducted by a host committee as part of their competition, which are not contained on the above list, are not approved/sanctioned by the 4-H Branch. The 4-H Program / Alberta 4-H Council will assume no responsibility for injuries or insurance claims relating to non-sanctioned events.

Inspection Committee:

1. Inspection committee is to be made up of a minimum of two (2) people. It must contain at least one (1) person from each club hosting a 4-H rodeo in that region that year. They are to report to the rodeo office early the day of the rodeo.
2. Inspection committee is responsible for the humane treatment of animals. Animals used for rodeo must be inspected before the rodeo. No sick, lame, sore or injured

animals shall be permitted in the draw at any time. No animal shall be beaten or cruelly prodded behind or in front of the chutes. The inspection committee has the right to disqualify any contestant for using a horse that is obviously lame, sore or injured in any way.

3. Any person seen being abusive to their horse, (member or parent) before, during or after the rodeo will result in disqualification of contestant by the inspection committee.

Conduct:

1. Any person found interfering with or harassing any Judge or Official will be asked to leave.
2. Members are expected to abide by the "4-H Member Code of Conduct" which prohibits the use of alcohol, tobacco products, or non-prescription drugs while attending any 4-H event. Any participant found using any of these substances will be disqualified and any points or earnings for the day forfeited.
3. All points that day will be taken away from 4-H contestants for excessive use of profanity before or during the rodeo.

Complaints/Grievances/Appeals:

1. Any complaints/grievances/appeals with two signatures other than the complainant, or family member as well as the complainant's are to be presented to the rodeo committee in written form within thirty (30) minutes of the infraction. A fee may be assessed.

Rodeo Officials:

1. Two (2) timers to be used for each run.
2. At least one (1) arena judge for each run in speed and roping events.

Suggested Point System:

1. Ribbons, 1-6 place will be awarded in each event. In case of a tie, ties will be awarded ribbons.
2. Points are awarded for each rodeo event as follows:

1st	6 points
2nd	5 points
4th	3 points
5th	2 points
3rd	4 point
6th	1 point
3. Unless there are less than 6 entrants, then points will be awarded based on entries for example: 3 entries: points would be 3 for 1st, 2 for 2nd, 1 for 3rd.
4. If there is a tie for points at a rodeo, the points will be split, for example: 3 contestants

tie for 1st. Add points from 1st to 3rd = 15 points divide by 3 = 5 points will be awarded to each of the contestants who tied for first. Points for 4th to 6th will be awarded to the next three contestants. If it is a 4-way tie divide by 4 etc.

5. In the event of a tie in points after the series of rodeos, the person with the most qualified runs/rides will be declared the winner. If there is still a tie, then an average time/score will be used to determine the winner.

These rules are the minimum provincial requirements for hosting a 4-H Rodeo.

APPROVED 4-H RODEO EVENT RULES

Barrel Racing:

1. Metal or plastic 45-gallon drums are allowed. No tires or rubber protectors are to be used. The same barrels are to be used through the whole rodeo.
2. Left or right barrel may be taken first, as long as proper cloverleaf pattern is followed.
3. Nose of horse to be timed across score line, starting and finishing, by timers/flag persons.
4. Disqualification if cloverleaf pattern is broken. Pattern is broken if start line is re-crossed during the run.
5. Disqualification for use of whip ahead of front cinch or excessive use of whip prior to, during, or after run.
6. Disqualification for falling from or not completing run on the horse.
7. Contestants time assessed 5 second penalty for each knocked over barrel.
8. No re-run due to faulty or broken equipment being used by contestant.
9. Whips and/or spurs allowed.
10. Barrels are to be raked after every 5 runs, or as needed.
11. There must be at least 30 feet of stopping space.
12. Barrels to be at least 15 feet from the fence.
13. Barrels to be set to suit arena and to stay the same size for the entire rodeo.
14. Position of start line subject to arena size. Start line must be clearly visible on the ground or on the fence.
15. Pre marked barrels to stay the same for whole rodeo.



Break Away Roping:

1. All breakaway ropers may come out of either the right or left hand box. Breakaway ropers may use two loops before the caution line and 30 second time limit. If they wish to use two loops, they must carry two ropes.
2. A caution line will be placed at about $\frac{3}{4}$ of the way down the arena at a safe distance from the gate. Contestants may not chase animals once they have crossed the caution line.
3. No barrier will be used.
4. Contestants may exchange horses as long as they are keeping a project book on the horse they are using.
5. Each rodeo committee will supply string and survey ribbon.
6. Rope to be a minimum of 25 feet. Surveyors ribbon must be tied to the end of rope at a minimum of 25 feet. Rope must be attached to the horn in such a manner that it breaks off.
7. All changes in lists of roping order to split horses etc. must be made before stock is loaded for that event. After stock is loaded ropers must rope in order listed.
8. Horse must be positioned in the back of the box before chute opens.
9. Flag chute person will flag steer when hip clears the chute.
10. Field flag person will drop flag when string breaks.
11. Judge is to flag time, then flag contestant out if run is not legal. Judge will not flag person out before time is recorded.
12. Roping calf without releasing loop from hand will disqualify catch. Any other catch is legal so long as it goes over the animal's head.
13. The contestant will receive no time should he break rope away from horn by hand. However if rope should dally around the horn the contestant may ride forward, undally the rope and then stop horse to make rope break away.
14. If animal escapes illegally before the 30 second time limit, a re-run will be given.
15. Mechanical failure at the chute will result in another animal being awarded.
 - a. If both clocks malfunction on a qualified run a re-run must be awarded. Flag judge will make final decision.



Goat Tying:

1. Goat tying may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full distance must be used. Crossing the centre line will result in disqualification.
2. Goats to be rotated every third run.
3. Goats must be uniform weight and size at the discretion of the inspection committee.
4. Fresh goats must be tied down 3 times prior to the rodeo.
5. Goats should be tethered approximately $\frac{1}{2}$ to $\frac{3}{4}$ distance down the arena.
6. Start line should be clearly visible either on the ground or fence.
7. The goat peg must be ground level and a minimum of 25 feet from the fence.
8. The goat should be firmly tied to a stake with a rope 10 feet long. A collar must be used on the goat.
9. The goat is to be held at the end of the rope away from the start line until the flag is dropped.
10. The contestant must be mounted on a horse and make a run from behind the score line to goat, dismount, throw goat by hand and tie any three legs securely with a thong or piggin string. A score line of a minimum of 15 feet from end of arena must be used.
11. Timing will start when the mounted contestant crosses the start line and will end when they signal the completion of the tie by raising arms above shoulder height. The field flagger will drop his flag.
12. If goat is down when contestant reaches it, the goat must be picked up off the ground and then thrown down by hand.
13. Upon signaling completion of the tie, contestant must walk back approximately 10 feet from the tied goat. Goat must then stay tied for 6 seconds on the stopwatch, to be timed by flag or field judge. Stopwatches must be used on all aspects of goat tying.
14. Should the contestant contact the goat or rope with the horse, they will be penalized a 10 second penalty. If the goat should break away because of the fault of the horse, the contestant will be disqualified. If the goat should break away through no fault of the contestant or their horse, the contestant will get a re-run.
15. A contestant is not allowed to untie his or her own goat.
16. Unnecessary cruelty may result in the contestant being disqualified.



Pole Bending:

1. Poles to be set 21 feet apart, at least 21 feet from end of arena and a 21 foot score line.
2. 5 or 6 poles may be used. Amount of poles to be determined by arena size.
3. Poles may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full arena distance must be used. Crossing the centre line will result in disqualification.
4. Start line must be clearly visible either on the ground or on the fence.
5. Pre-marked poles to stay the same for the whole rodeo.
6. Contestant races to end pole, turns it and weaves back thru to first pole, turning it and weaving back to end pole, around it and races back across the finish line.
7. The course may be run from right or left as long as the pattern is completed correctly.
8. Contestant's time assessed a 5 second penalty for each knocked down pole. Touching the poles is permitted for either the horse or the contestant.
9. Nose of horse to be timed across score line starting and finishing by timers/flag person.
10. Disqualification for going off pattern. Re-crossing start line before finish is considered a broken pattern.
11. Pattern is broken if horse's shoulder goes past wrong side of pole.
12. Whips and/or spurs allowed.
13. No re-run due to faulty equipment being used by contestant.
14. Flagging out by judge to be done only after run is completed.
15. There must be at least 30 feet of stopping space.



Steer Riding:

1. No bulls or horned cattle shall be used. Suitable cattle must be heifers or steers. If suitable cattle are not available, the event will be cancelled. Undesirable cattle to be culled by judges.
2. Helmets, flak jackets and protective mouth gear are mandatory. A facemask is strongly recommended.
3. Steer must be ridden for 8 seconds. Start time when animal's inside front shoulder passes the plane of the chute.
4. Rodeo committee must supply safety men.
5. If contestant is under 18 years of age, a parent or guardian must be at chute to help.
6. If contestant starts ride with one hand he must finish with one hand. If the contestant starts with 2 hands he/she may change to one hand, but then must finish under the one hand rule. If contestants head comes in contact with the animal during the ride, it is not a disqualification.
7. Riders may use rope with or without a handhold, but no knots or hitches to prevent rope from falling off stock when rider leaves the animal.
8. Riders will be disqualified for any of the following offenses:
 - a. being bucked off before the 8 second whistle
 - b. touching animal, equipment or person with free hand
 - c. using sharp spurs
9. All steers will be flanked.
10. Stock is chute run. Contestant will take stock in order listed on program, for example: contestant listed first on program will take chute number one, etc.



Team Roping:

1. Each team roping team will be allowed a maximum of two loops. A barrel will be placed in front of the box at a distance of twice the depth of the box and the steer may not be turned until the steer has passed the barrel. A 10 second penalty will be added for turning the steer before this point. The head of the steer must be caught before the steer crosses the caution line and a 30 second time limit will apply.
2. No barrier will be used.
3. A caution line will be placed about $\frac{3}{4}$ of the way down the arena at a safe distance from the gate in all timed cattle events. Contestants may not chase animals once they have crossed the caution line.
4. Each roper to carry only one rope.
5. Ropes may not be tied to the saddle horn.
6. Contestants may exchange horses as long as they are keeping a project record book on the horse they use.
7. Any changes in lists of roping order to split horse etc. must be made before any stock for that event is loaded in the chute. After stock is loaded ropers must rope in order listed.
8. Horse must be positioned in the back of the box before chute is opened.
9. Horse must clear the box before the rope is thrown.
10. No snaring. Roping steer without turning loose of the loop will be considered "no catch".
11. Chute flag person will drop flag when the steer's hip clears the head gate.
12. Field flag person will drop flag when steer is roped; both horses are facing the steer in line with ropes dallied and tight.
13. Roper must dally to stop steer. (Dally means at least one complete turn around the saddle horn.)
14. Ropers must be mounted when time is taken.
15. Steer must be standing up when roped by head or heels.
16. No foul catch can be removed or put on by hand. If a heeler ropes a front foot or feet in the heel loop this is a foul catch. Neither contestant may remove the front foot/feet from the loop by hand, however should the front foot/feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
17. Unless otherwise announced at start of rodeo, these are the legal head catches.
 - a. Both horns
 - b. Half a head
 - c. Around the neck.
18. If hondo passes over one horn and loop over the other the catch is illegal.

19. If the loop crosses itself in the head catch, it is illegal. This does not include heel catches.
20. Any heel catch behind both shoulders is legal, if rope goes up heels.
21. One hind foot catch receives a 5 second penalty.
22. Crossfire catches receive no time. If in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed directions of a steer, a team shall receive no time.
23. A broken or dropped rope will be considered a no time.
24. If animal illegally escapes the arena before the 30-second time limit, another steer will be given.
25. Mechanical failure at the chute will result in a re-run being given.
26. No re-runs will be given because of faulty or broken equipment being used by the contestant.
27. If both clocks malfunction on a qualified run a re-run must be given.
28. Any question as to catches in this event will be decided by the flag person.



Keyhole Race:

1. The keyhole is a white chalk circle on the ground 20 feet in diameter with a chalk slot 4 feet wide and 10 feet long.
2. Starting line 100 feet back from mouth of slot and must be clearly visible either on the ground or on the fence.
3. Keyhole may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full distance of the arena must be used. Crossing the centre line will result in disqualification.
4. Rider is timed when horse's nose crosses the start line, runs thru the slot, turning in the keyhole out the slot and back across the start/finish line.
5. Disqualification if horse steps on or over any part of the slot or keyhole.
6. Two judges should be at each keyhole and their decision is final.
7. There must be at least 30 feet of stopping space.



LEVEL ONE: **BARREL RACING**

Assessment Tools

- Walk a straight line the length of the arena.
- Trot three 3-meter diameter circles in each direction.
- Stop and stand 60 seconds in the middle of the arena.
- Trot a straight line the length of the arena.
- Walk a barrel pattern.
- Trot around the arena (in both directions) with a foot out of the stirrup, maintaining balance.
- Walk and trot lines and circles using one hand.
- Complete a one-handed rollback at a trot.
- Walk and trot lines and circles using one hand.

Evaluators signature

Date

LEVEL TWO: BARREL RACING

Assessment Tools

- Lope a straight line the length of the arena.
- Trot circles (3-meters in diameter) displaying lateral and vertical flexion (for six strides), in each direction.
- Lope three 3-meter diameter circles in each direction.
- Lope in a straight line using the correct (designated) lead.
- Trot a barrel pattern.
- Lope around the arena (both directions) with one foot out of the stirrup, maintaining balance.
- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.
- Perform a one-handed turn on the forehand in each direction.
- Perform a one-handed rollback at a lope.
- Lope (one-handed) in straight lines then stop and stand.
- Lope lines and circles with one hand.

Evaluators signature

Date

LEVEL THREE: **BARREL RACING**

Assessment Tools

- Using one hand, gallop/run a straight line the length of the arena, stop and stand.

- Lope circles (10 meters in diameter) demonstrating lateral and vertical flexion (six strides) in each direction.

- Gallop three circles 10 meters in diameter, in each direction.

- Lope a barrel pattern.

- Run, stop and stand in the middle of the arena and at the end of the arena.

- Demonstrate that you can carry a grand entry flag around the arena at a lope.

Evaluators signature

Date

LEVEL FOUR: **BARREL RACING**

Assessment Tools

- Complete, penalty-free, the correct barrel pattern in under 30 seconds.

Evaluators signature

Date

LEVEL ONE: **BREAKAWAY ROPING**

Assessment Tools

- Stop and stand 60 seconds in the middle of the arena.
- Walk and trot lines and circles using one hand.
- Walk safely over ropes on the ground. Take loop out of rope.
- Coil, swing and throw a rope.
- Rope dummy head or heels: 8 out of 10 times, from the ground.
- Safely swing rope around your horse while dismounted.
- Swing rope from your horse while standing and walking.
- Complete a one-handed rollback at a trot.
- With a halter, be able to tie and leave your horse in the box.
- Demonstrate that your horse will stand quietly while gate is opened and closed while standing with horse, dismounted, in both the left and the right box.
- Trot (one-handed) in straight line then stop and stand.
- Follow a steer around the arena (from a distance, not chasing, maintaining the same speed as the steer).
- Safely walk out of the box (and through a barrier if used).

Evaluators signature

Date

LEVEL TWO: **BREAKAWAY ROPING**

Assessment Tools

- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.
- Rope "dummy" head or heels (8 out of 10 times) from your horse.
- Swing and throw rope from horse while trotting and loping.
- Perform a one-handed rollback at a lope.
- Demonstrate a proper and safe dally (without an animal at the end of your rope).
- Pull and control a heavy object (i.e. A railroad tie) on the end of your rope, at a walk and trot.
- Rope your own horse's legs.
- Position horse in the box (both sides).
- Demonstrate that horse will score (accept noise and animals leaving the chute, while backed into the box).
- Learn how to set and use a barrier.
- Safely trot out of the box (and through a barrier if used).
- Lope (one-handed) in straight lines then stop and stand.
- Swing rope while trailing a steer around the arena.
- Lope lines and circles with one hand.

Evaluators signature

Date

LEVEL THREE: **BREAKAWAY ROPING**

Assessment Tools

- Demonstrate that you can carry a grand entry flag around the arena at a lope.
- Pull a heavy object in a large figure eight while loping.
- Dally and undally safely while pulling a heavy object from all directions: facing, backing, turning and pulling.
- Swing rope while chasing a cow around the arena.
- Chase a steer out of the chute, swinging rope.
- Run out of box (and through a barrier, if used).

Evaluators signature

Date

LEVEL FOUR: **BREAKAWAY ROPING**

Assessment Tools

- Make a qualified breakaway roping run in less than 20 seconds.

Evaluators signature

Date

LEVEL ONE: GOAT TYING

Assessment Tools

- Walk a straight line the length of the arena.
- Stop and stand 60 seconds in the middle of the arena.
- Follow another horse down centre of the arena, stop and dismount. Go to the goat. Do so at a walk, trot and lope.
- Trot a straight line the length of the arena.
- Trot to the middle of the arena and dismount (shoulders square to the goat).
- Walk to the middle of the arena, kick off a stirrup and continue riding the length of the arena.
- Walk safely over ropes on the ground.
- Throw and tie a "dummy" (calf or goat).

Evaluators signature

Date

LEVEL TWO: GOAT TYING

Assessment Tools

- Lope a straight line the length of the arena.
- Lope departure to the middle of the arena, stop and dismount.
- Ride with one foot out of the stirrup at a trot and at a lope.
- Trot safely over ropes on the ground.
- Throw a small calf or goat.
- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.

Evaluators signature

Date

LEVEL THREE: GOAT TYING

Assessment Tools

- Using one hand, gallop/run a straight line the length of the arena, stop and stand.
- Run, stop and stand in the middle of the arena and at the end of the arena.
- Lope to middle of the arena: do a rapid dismount and stand.
- Groundwork with a live goat.
- Straddle rope, and hold goat steady.
- Demonstrate that you can carry a grand entry flag around the arena at a lope.

Evaluators signature

Date

LEVEL FOUR: GOAT TYING

Assessment Tools

- Complete an official goat tying run in less than 25 seconds.

Evaluators signature

Date

LEVEL ONE: POLE BENDING

Assessment Tools

- Walk a straight line the length of the arena.
- Trot three 3-metre diameter circles in each direction.
- Stop and stand 60 seconds in the middle of the arena.
- Trot a straight line the length of the arena.
- Walk a pole bending pattern.
- Trot around the arena (in both directions) with a foot out of the stirrup, maintaining balance.
- Walk and trot lines and circles using one hand.
- Complete a one-handed rollback at a trot.
- Walk and trot lines and circles using one hand.

Evaluators signature

Date

LEVEL TWO: POLE BENDING

Assessment Tools

- Lope a straight line the length of the arena.
- Trot circles (3-meters in diameter) displaying lateral and vertical flexion (for six strides), in each direction.
- Lope in a straight line using the correct (designated) lead.
- Trot a pole bending pattern.
- Lope around the arena (both directions) with one foot out of the stirrup, maintaining balance.
- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.
- Perform a one-handed turn on the forehand in each direction.
- Perform a one-handed rollback at a lope.
- Lope (one-handed) in straight lines then stop and stand.
- Lope lines and circles with one hand.

Evaluators signature

Date

LEVEL THREE: POLE BENDING

Assessment Tools

- Using one hand, gallop/run a straight line the length of the arena, stop and stand.
- Lope a pole bending pattern, using the correct leads.
- Run, stop and stand in the middle of the arena and at the end of the arena.
- Demonstrate that you can carry a grand entry flag around the arena at a lope.

Evaluators signature

Date

LEVEL FOUR: POLE BENDING

Assessment Tools

- Complete penalty-free, a correct pole bending pattern in under 35 seconds.

Evaluators signature

Date

LEVEL ONE: STEER RIDING

Assessment Tools

- Learn how to rosin a bull rope.
- Ride a bucking barrel or mechanical bull to get familiar with the motions.
- Apply a bull rope with a safe handhold.
- Get on and off a quiet animal in a bucking chute.

Evaluators signature

Date

LEVEL TWO: STEER RIDING

- Demonstrate how to time a 8 second steer ride, blow the horn/whistle indicating time is up, and average scores when there are two judges.
- Attend a steer riding school instructed by a qualified instructor.
- Complete a qualified 2-handed ride and safe dismount on a steer.
- Safely fall/dismount from a quiet horse using the proper dismount "looking back over your shoulder, and turning your body into it, lifting your knee".
Never dismount from an animal standing still. Never dismount onto a fence.

Evaluators signature

Date

LEVEL THREE: STEER RIDING

Assessment Tools

- Complete a qualified 2-handed spur ride and safely dismount from a steer.

Evaluators signature

Date

LEVEL FOUR: STEER RIDING

Assessment Tools

- Complete a qualified 1-handed ride and safe dismount.
- Complete a qualified 1-handed spur ride and safe dismount.

Evaluators signature

Date

LEVEL ONE: TEAM ROPING

Assessment Tools

- Stop and stand 60 seconds in the middle of the arena.
- Demonstrate how to wrap your saddle horn.
- Walk and trot lines and circles using one hand.
- Walk safely over ropes on the ground. Take loop out of rope.
- Coil, swing and throw a rope.
- Rope dummy head or heels: 8 out of 10 times, from the ground.
- Safely swing rope around your horse while dismounted.
- Swing rope from your horse while standing and walking.
- Complete a one-handed rollback at a trot.
- With a halter, be able to tie and leave your horse in the box.
- Demonstrate that your horse will stand quietly while gate is opened and closed while standing with horse, dismounted, in both the left and the right box.
- Safely walk out of the box (and through a barrier if used).
- Trot (one-handed) in straight line then stop and stand.
- Follow a steer around the arena (from a distance, not chasing, maintaining the same speed as the steer).

Evaluators signature

Date

LEVEL TWO: TEAM ROPING

Assessment Tools

- Demonstrate how to hold a flag properly for a grand entry and demonstrate that you can carry the flag around the arena at a trot.
- Rope "dummy" head or heels (8 out of 10 times) from your horse.
- Swing and throw rope from horse while trotting and loping.
- Perform a one-handed turn on the forehand in each direction.
- Perform a one-handed rollback at a lope.
- Demonstrate a proper and safe dally (without an animal at the end of your rope).
- Pull and control a heavy object (i.e. a railroad tie) on the end of your rope, at a walk and trot.
- Rope your own horse's legs.
- Position horse in the box (both sides).
- Demonstrate that horse will score (accept noise and animals leaving the chute, while backed into the box).
- Learn how to set and use a barrier.
- Safely trot out of the box, with hazer or partner (and through a barrier if used).
- Lope (one-handed) in straight lines then stop and stand.
- Swing rope while trailing a steer around the arena.
- Lope lines and circles with one hand.

Evaluators signature

Date

LEVEL THREE: TEAM ROPING

Assessment Tools

- Demonstrate that you can carry a grand entry flag around the arena at a lope.
- Pull a heavy object in a large figure eight while loping.
- Dally and undally safely while pulling a heavy object from all directions: facing, backing, turning and pulling.
- Swing rope while chasing a cow around the arena.
- Control a live steer on the end of your rope.
- Chase a steer out of the chute, swinging rope.
- Header able to do steer stopping. (Header able to slow steer and set it for heeler.)
- Heeler able to ride to heeling position on a live steer.
- Heeler able to rope heels of a live steer.
- Run out of box with hazer or partner (and through a barrier if used)

Evaluators signature

Date

LEVEL FOUR: **TEAM ROPING**

Assessment Tools

- Head or heel on a controlled run in less than 20 seconds with an experienced partner.

Evaluators signature

Date

LEVEL ONE: KEYHOLE RACE

Assessment Tools

- Walk a straight line the length of the arena.
- Trot three 3-meter diameter circles in each direction.
- Stop and stand 60 seconds in the middle of the arena.
- Trot a straight line the length of the arena.
- Walk a keyhole pattern.
- Trot around the arena (in both directions) with a foot out of the stirrup, maintaining balance.
- Walk and trot lines and circles using one hand.
- Complete a one-handed rollback at a trot.
- Walk and trot lines and circles using one hand.

Evaluators signature

Date

LEVEL TWO: KEYHOLE RACE

Assessment Tools

- Lope a straight line the length of the arena.
- Trot circles (3-meters in diameter) displaying lateral and vertical flexion (for six strides), in each direction.
- Lope three 3-meter diameter circles in each direction.
- Lope in a straight line using the correct (designated) lead.
- Trot a keyhole pattern.
- Lope around the arena (both directions) with one foot out of the stirrup, maintaining balance.
- Perform a one-handed turn on the forehand in each direction.
- Perform a one-handed rollback at a lope.
- Lope (one-handed) in straight lines then stop and stand.
- Lope lines and circles with one hand.

Evaluators signature

Date

LEVEL THREE: KEYHOLE RACE

Assessment Tools

- Using one hand, gallop/run a straight line the length of the arena, stop and stand.

- Lope circles (10 meters in diameter) demonstrating lateral and vertical flexion (six strides) in each direction.

- Gallop three circles 10 meters in diameter, in each direction.

- Lope a keyhole pattern, using the correct leads.

Evaluators signature

Date

LEVEL FOUR: KEYHOLE RACE

Assessment Tools

- Complete, penalty-free, a correct keyhole pattern in under 15 seconds.

Evaluators signature

Date

LEVEL ONE: **DISMOUNTED**

Assessment Tools

- Become familiar with Alberta 4-H Rodeo Rules.
- Attend a rodeo as a spectator.
- Write a report, identifying the pieces of equipment needed in your favourite event.
- Be able to tell your club, using a demonstration or display what equipment is needed in at least one event.
- Learn to put on needed equipment for your specific event.
- Learn to care for, and store your equipment properly.
- Find out what rodeos are going to be held locally during the year. Then make a rodeo events directory, which could be published in your local newspaper.
- Find out what type of rodeo events are going to be held in your local area. For example: jackpots, practices and or, gymkhanas. Make a poster to promote this event for the organizers.

Evaluators signature

Date

LEVEL TWO: **DISMOUNTED**

Assessment Tools

- Review 4-H rodeo rules. Participate in a rodeo rules quiz.
- Complete first aid training: St. John's Ambulance Basic First Aid.
- Become aware of the need for physical training program for rodeo athletes and/or horses. Read books suggested by your leader.
- Assist with rodeo events (i.e. make and post posters, sell tickets, rake barrels, remove team roping ropes, etc).
- Make an educational poster for exhibit that relates to rodeo.
- Learn trailer safety.
- Learn chute safety.
- Recognize good and bad arena ground conditions and recommend precautions.
- Demonstrate what bits will give a horse control and flexion.
- Demonstrate how to time an event, averaging time when there are two timers.

Evaluators signature

Date

LEVEL THREE: **DISMOUNTED**

Assessment Tools

- Volunteer to work at a local rodeo.
- Read one book on mental attitude or positive thinking from reading list supplied by your leader.
- If competing, organize a specialized training session for your club or district, using the outline supplied by your leader.
- Design a rodeo promotion program that could be used by local rodeo associations or clubs.
- Give an oral report on the event of your choice.
- Learn rodeo rules for one association.
- Discuss good warm-up exercises for a horse prior to an event.
- Discuss good warm-up exercises for yourself prior to your specific event.
- Discuss ways to keep performance rodeo horses calm.
- Interview a rodeo personality, for example, an announcer, secretary, timer, rodeo queen, stock contractor, or organizing committee member using an outline provided by your leader, and submit your report in written form.
- Use good etiquette toward judges, rodeo staff and fellow contestants.
- Watch videos of you in your specific event to correct bad habits and look for ways to improve.

Evaluators signature

Date

LEVEL FOUR: **DISMOUNTED**

Assessment Tools

- Complete a cardio-pulmonary resuscitation (CPR) course.

- Learn the humane treatment of livestock and the rights and responsibilities of handlers and participants in rodeo.

- Read two or more books on mental attitude, positive thinking, or event specific training methods from list supplied by your leader.

- Report on the humane treatment of livestock and the rights of handlers and participants in rodeo.

- Attend and participate in a 4-H Rodeo Training seminar.

Evaluators signature

Date

DISMOUNTED GAMES

Wild Cow Milking Relay

Equipment

- Bucket of water

Carry a bucket of water to and from a position without spilling any. The team with the fastest time and least amount of water spilled is the winner.

Bareback Race

Equipment

- Small utility balls
- Pylon



Place ball between knees. Run required distance without losing ball and return to position. Pass ball to next player. Fastest team wins.

Wild Cow Milking Contest

Equipment

- Bucket
- Cup
- Tablespoon
- "Milk"

Contestants from two teams will line up behind starting line. Each team will be provided with a bucket of "milk", tablespoon and cup. On signal, first contestant fills spoon, runs to cup and dumps spoon, return spoon to next team member where action is repeated. First filled cup is winner. Scoring: 5 point to winner - 2 points for effort - 3 points for tie.

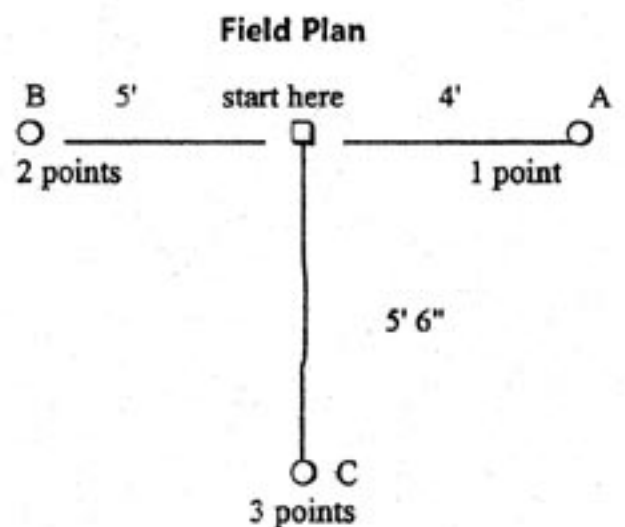
Jumping Bronco

Equipment

- 3 hula hoops

Rules:

1. All members will be given 3 tries.
2. All members must jump fir circle A on their first try.
3. On their second and third try the members may choose A, B or C hoops. If you wish to use a point system maximum number of points: 1-3-3=7



Creek Leap

Equipment

- Ropes (skipping ropes)
- Mat

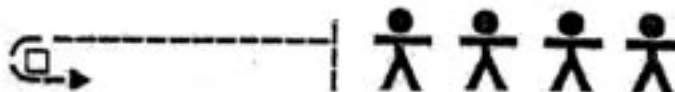


Each player in turn tries to jump the "creek". Those who make it count points for their team. (Standing jump).

Leaping Lariats

Equipment

- Skipping ropes
- Pylon



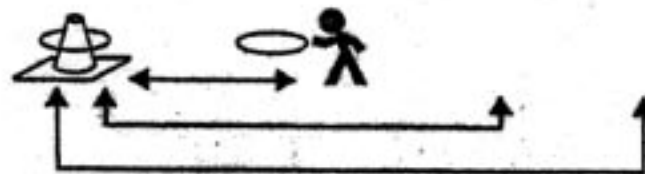
Each player skips to and around the pylon and back to the line. Player then hands the skipping rope to the next player.

The next player repeats motion until every player has had a turn.

Calf Roping

Equipment

- Pylon
- 2 hula hoops
- Measuring tape



Two large hula-hoops are to be thrown by contestant starting with the closest distance.

Distances are:

2 M = 1 pt. 3M = 2 pts. 4M = 3pts.

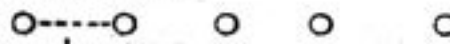
Team Barrel Race

Equipment

- As many pylons or barrels you wish to use (see illustration).

Teachers note:

Actual Barrel Measurements



This distance is determined by the size of the arena and general physical condition of those involved.

Right Barrel First

1. Contestants start at the same time.
2. Contestants **must** run right barrel first.
3. Runner **must** tag next runner before crossing starting line.
4. Disqualification for interfering with one another when rounding the barrel

Rules

1. Barrels will be measured so that all teams run equal distances.
2. Five members to a team.
3. At sound of klaxon, race begins.
4. Take right barrel first.
5. Figure 8 around barrels.
6. Tag next in line until all 5 have run.
7. When finished, sit down.
8. Fastest time wins.
9. No obvious cheating!

When warranted, heats will be run. All positions will be drawn for.

Bull's Eye

Equipment

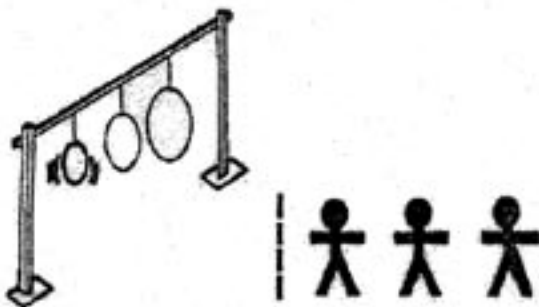
- Bean bag
- Stationery target (hoop)



Each player throws his bean bag through the hoop from a given distance. Points are counted. Run "against the clock". The team with the greatest number of points in a given amount of time is the winner.

Variation

Suspend hoops of different sizes. Draw for positions. Players throw bean bags through hoops. Rotate players. Each bag through the large hoop counts 1 point. Each bag through the medium hoop counts 2 points. Each bag through the small hoop counts 3 points. To make the contest more difficult, swing the hoops.



Target Bowling

Equipment

- Three bowling pins

Score one point for each pin flattened.

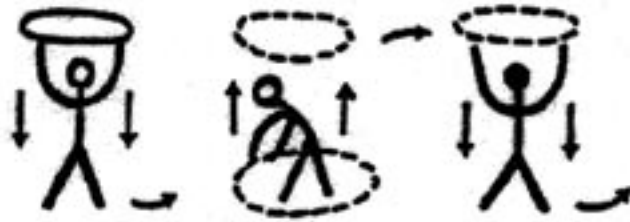
Hoop Dance Relay

Equipment

- Hoop

First child puts hoop over his head and steps through it, hands hoop to the next child who steps through it and brings the hoop up over his head.

Next child puts hoop over his head, brings it down his body and steps through it. Repeat until all players are used.



Buffalo Race

Equipment

- Burlap bags

This race is run like a sack race. The sack is passed to the next person in line. Hop up, around obstacle and back into line or run as an individual race, running from start to finish line.

Team Rodeo Game

Divide class into groups of six forming one team. Each student chooses one of these events:

- | | | |
|----------------------|------------------|----------------|
| • Saddle Bronc Rider | • Steer Wrestler | • Calf Roper |
| • Bull Rider | • Bareback Rider | • Barrel Racer |

The members remaining can be judges and read scores or be rodeo secretaries and keep scores. Photocopy and cut out the attached page of results, fold each result slip and place in separate containers under the title of the event.

Object of the Game: Each team plays against the other. Saddle bronc rider from team A makes his first ride (choose a folded slip of paper from his event container). This score is read aloud. Saddle bronc rider from team B makes his first ride (choose a folded slip of paper from same container). This score is read aloud.

- Highest score receives two points for his team.
- Next highest gets one point.
- A disqualification gets zero points.
- In case of a tie, two points are awarded to each team.
- Broken barriers, add 5 seconds.
- Each contestant gets a chance to score for his team.

Team with the most points at the end of the contest plays next team until only one team is left. Top team is declared the winner.

Wild Pony Race

Equipment

- Balls to bounce
- Pylon

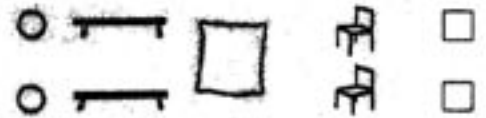


First player on each team is given a ball. Race to, and around pylon bouncing ball. Give ball to next player. If ball is "lost", player must return ball, complete his run and pass ball to next players. First team finished wins.

Wild Horse Race

Equipment

- Obstacles such as hoops, balance beam, burlap or rope hobbles, chairs, etc.



Race is run as relay through obstacles (handicaps). Students climb through hoops, walk balance beam, hobble self, run through chute (chair), remove hobbles, grab bean bag and race home. If points are awarded, winner receives 5 points, 2nd place, 3 points and 2 points to loser for effort.

Chuckwagon Race

The race is kept simple with little equipment so the arena will not be cluttered. The race is run as quickly and as smoothly as possible. The idea fosters rodeo spirit and gets 4-H members as well as leaders involved and is fun for all.

Equipment: There are five leaders to a team (4 horses 1 driver). Four skipping ropes are used.

- Ropes attached to lead "horses" will not exceed 4 M.
- Ropes attached to rear "horses" will not exceed 3 M.

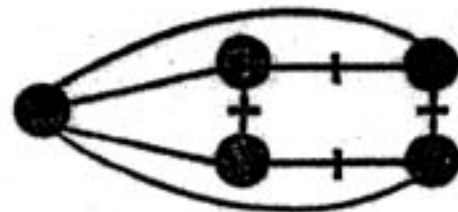
Each team is responsible for its own equipment.



Similar dress is usually worn by each member of the team so they can easily identify their team.

Rules:

1. Barrels will be numbered and placed in such a position to make the race even.
2. Five members to a team (4 horses, 1 driver).
3. Four horses will run holding hands to form a square (facing forward).
4. Hands must stay held throughout the race.
5. Driver will hold four skipping ropes, one attached to each horse's belt loop or belt.
6. Line up by barrel position drawn. Barrel to left hip or left hind horse.
7. Klaxon sounds to start race.
8. Figure 8 around barrels, onto track and around arena.
9. Fastest time wins.
10. No "obvious" cheating!



Cautions

The teams must circle the barrels correctly and must race around the arena. Hands must remain locked and all five members must cross the finish line as a team. The first team correctly completing the pattern and (fairly closely) abiding by the rules will be declared the winner.

Horseshoe Toss

Equipment

- Bean bags or horseshoes
- Hoops or pylons



Pack Horse Race

Equipment

- Western gear

Members are required to carry various sorts of western gear from one point to another.

Western Dress Up Race

Equipment

- Western Clothing

Members put on clothing, run a designated distance, undresses and next person starts. This game can be run individually or in teams.

Stetson Race

Equipment

- Hoop
- 2 skittles (stools)



Members run – jump into hoop, crawl under hoop and tags next player who does the same. Hoop must be replaced correctly by player should it be knocked over. First team finished wins.

Western Obstacle Race

Equipment

- Obstacles such as benches, bales of hay, any western equipment available.

Members race over, under, around, changing speed and directions. First group finished wins.

GLOSSARY OF TERMS

Added money: the purse put up by a rodeo committee in a particular place. Total prize money is the purse money plus the contestants' entry fee.

Arena Director: A person who sees that the rodeo runs smoothly.

Average: Happens when more than one go-round is held. Top money is paid to the highest aggregate or lowest aggregate time at the conclusion of the total go-rounds.

Association saddle: A saddle built to PRCA specifications and used in bronc riding.

Barrier: A designated rope stretched across the front of a box that a roper's or steer wrestler's horse starts behind when the flag is dropped or pulled.

Breaking the barrier: Riding through the designated barrier rope before it is released. Results in a 10-second penalty.

Dally: Happens when a rider wraps a rope around the saddle horn making it temporarily secure.

Day money: prize money paid to the winners of each go-round

Entry fee: The money paid by a contestant to the rodeo secretary to enter a rodeo. A separate entry fee is paid for each event.

Fishing: A common expression used in roping for a near miss. By flipping, it turns into a legal catch.

Flank Strap: A sheepskin-lined strap with a self-holding buckle passed around the flank of the bull or horse. It is pulled tight as the animal leaves the chute. In an effort to get rid of the flank strap, the stock bucks higher and harder.

Go-round: The point at which each contestant has competed on one head of stock. The number of go-rounds varies with the size of the rodeo and the number of entries.

Ground money: A situation in which not enough contestants qualify in an event to pay the number of designated places. The money is split equally amongst those contestants who failed to qualify in that event.

Hazer: A cowboy who rides beside a steer on the opposite side from the steer wrestler and helps keep the steer close to the wrestler's horse.

Header: The person who ropes the head of the steer for the first time out of the chute.

Heeler: The second person of the team who ropes the steer's hind feet after the first partner has roped the head.

Hooey: a wrap around any two or three feet; a half-hitch to secure the calf's feet.

Hondo: Eye in the end of the rope through which the rope passes to make a loop.

Jackpot: An event without a purse put up by the rodeo. The winners split all or part of the entry fee.

Lap and tap: Happens when the steer or calf is released from the chute without a head start.

Mount money: paid when someone is riding, roping or bulldogging as exhibition and not for competition.

No-time: Signaled by a flag fieldman when the contestant has caught or thrown the animal improperly according to the rules.

One-header: single go-round rodeo.

Pick-up man: A mounted rider who helps a bronc rider off the horse when the ride is completed. Pick-up men also remove the flank from the bronc and then remove the stock from the arena.

Pigging string: the short piece of rope used by a roper to tie a roped steer or calf. Also used in the girl's goat tying event.

Prize money: Money paid to the winners of the various events.

Pulling leather: happens when a bronc rider holds onto the horn or any part of the saddle before the buzzer.

Rank: An animal, which is tough, hard to handle. Or bucks well.

Re-ride: Awarded to a rider when the first ride is unsatisfactory for any of several reasons.

Score: the distance between the chute and the score line. This is the amount headstart the steer or calf is given.

Slack: after roping a calf or steer, the roper pulls the loose (slack) rope tight on the horse or neck.

Date													
Rodeo Name and Location													
Events Entered													
Money Won													
Awards Won													
Value of Award													
Total Event Income													



2005