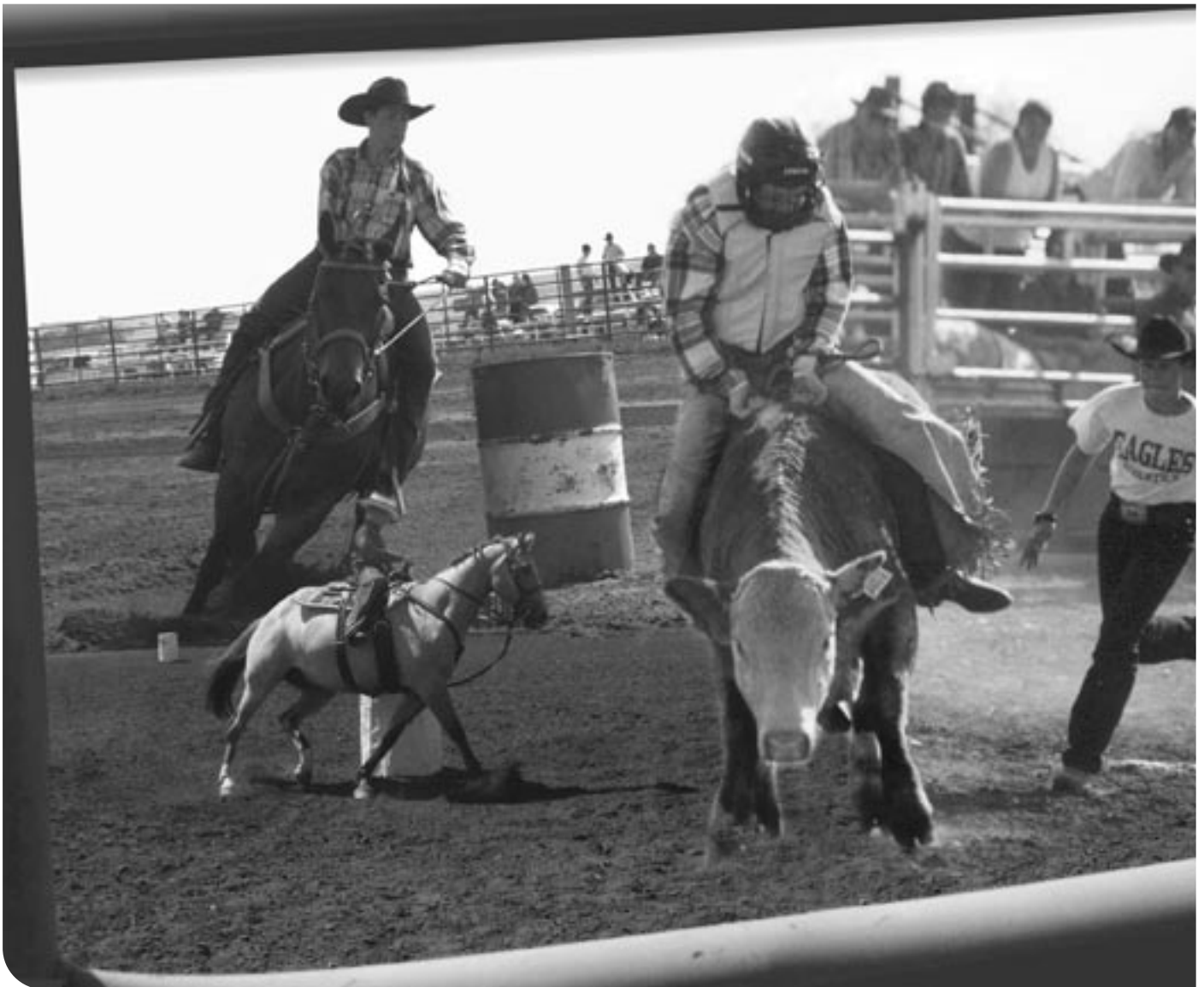




Alberta
AGRICULTURE, FOOD AND
RURAL DEVELOPMENT
4-H Branch

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