
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.

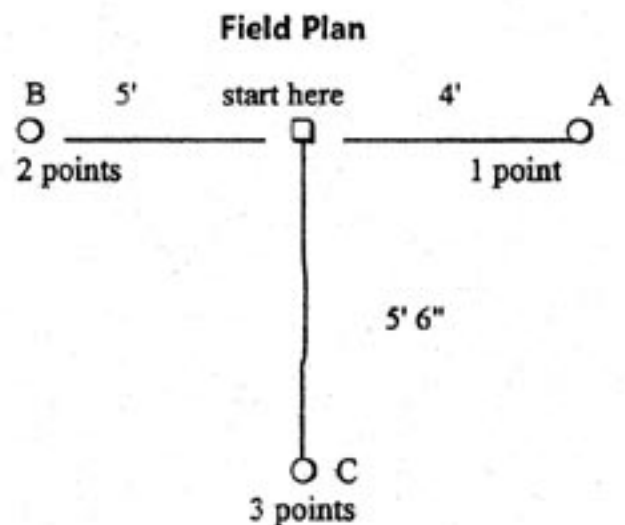
Jumping Bronco

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

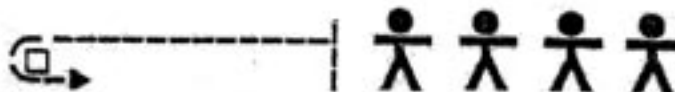


Each player in turn tries to jump the "creek". Those who make it count points for their team. (Standing jump).

Leaping Lariats

Equipment

- Skipping ropes
- Pylon



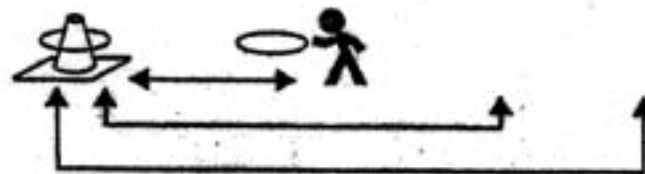
Each player skips to and around the pylon and back to the line. Player then hands the skipping rope to the next player.

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.

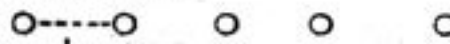
Team Barrel Race

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

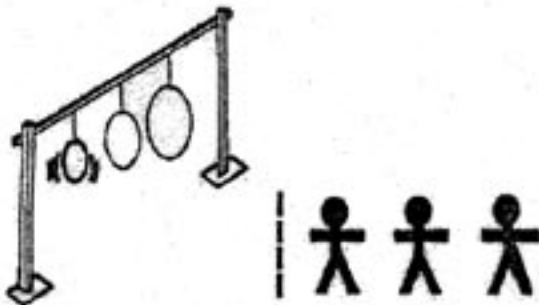
- Bean bag
- Stationery target (hoop)



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.

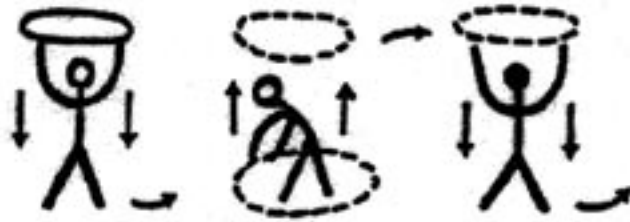
Hoop Dance Relay

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

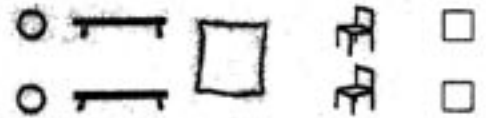


First player on each team is given a ball. Race to, and around pylon bouncing ball. Give ball to next player. If ball is "lost", player must return ball, complete his run and pass ball to next players. First team finished wins.

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.

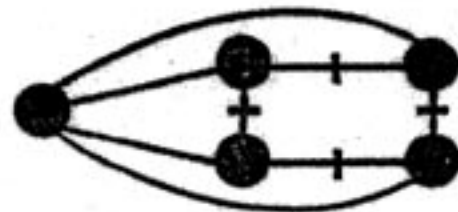
Each team is responsible for its own equipment.



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.

RODEO LOG: INCOME WORKSHEET

Date	Rodeo Name and Location	Events Entered	Money Won	Awards Won	Value of Award	Total Event Income
April 15	Red Quiver: Anywhere, AB	Calf Roping	\$24.00			\$24.00
		Keyhole	\$16.00	Silver Buckle	\$48.00	\$64.00

Date													
Rodeo Name and Location													
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