



# RODEO

## Project Guide



CANADA  
4-H Alberta

## 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,

my country, and my world.

Published by 4-H Alberta for the 4-H community.

For more information or to find other helpful resources,  
please visit the 4-H Alberta website at [www.4hab.com](http://www.4hab.com).

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# INTRODUCTION

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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. Level 1-3 Horsemanship and this Rodeo project will help you to be 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.

## 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 4 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.*

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# 4-H RODEO RULES

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## 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:

Members may enter a rodeo while working on Horsemanship Levels 2 and 3. However, they must have completed Horsemanship Levels 1-3 in order to register for the Rodeo Project. Refer to 4-H Alberta Equine Project Policy # 6.06

## 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. 4-H Equine Helmet Requirement:
  - Effective October 1, 2011, a properly fitted ASTM/SEI (American Society for Testing and Materials Safety Equipment Institute) approved equestrian helmet must be worn by:
    - all Horsemanship Level 1, 2 and 3 members while mounted and
    - all 4-H members born in 2000 and later while mounted.
  - It is highly recommended that all other riders wear a properly fitted ASTM/SEI (American Society for Testing and Materials Safety Equipment Institute) approved equestrian helmet.
3. 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 are approved 4-H rodeo events.
  - Barrel Racing
  - Pole Bending
  - Keyhole Race
  - Stake Race
  - Thread the Needle
  - Big T Race
  - Break Away Roping
  - Team Roping
  - Steer/Cow Riding
  - Steer Daubing
  - Goat Tying
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 Alberta Agriculture and Rural Development. 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 request will be reviewed by the 4-H Branch, in consultation with PEAC, and the 4-H Council of Alberta. This process may include more information being requested from the party proposing the change.
  - The 4-H Branch will notify the proposal's contact person in writing with the decision and follow-up action requested.
  - If the proposal is approved, the event will be added to the list of Approved 4-H Rodeo events. The added event's information will be available on the 4-H website until the manual is reprinted, at which point it will also be included in the 4-H Rodeo Manual as appropriate. Based on the time required for proper review of the proposal and the rodeo project's position in the policy and project review cycles, any accepted changes may not come into full effect for up to three (3) years.
  - The 4-H Branch and 4-H Council of Alberta reserves the right to reject the proposed addition. Reasons and recommendations for future re-submission may be included in the written decision.
4. Any rodeo events conducted by a host committee as part of their competition, which are not contained on the 'approved' list, are not sanctioned by 4-H Alberta. The 4-H Council of Alberta and the 4-H Alberta Program 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 (member or parent) seen being abusive to their horse, 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 Alberta Member Code of Conduct" Policy # 1.02. Members must also abide by 4-H Alberta Alcohol, Illegal Drugs and Tobacco Policy # 9.04 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:**

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
3rd	4 points
4th	3 points
5th	2 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 Rodeo where prizes are awarded, the Rodeo Committee is to decide the tie breaker. le: second run or other option as deemed appropriate based on the event being run.
6. 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.*

## Grand Entry

Grand Entry Rules:

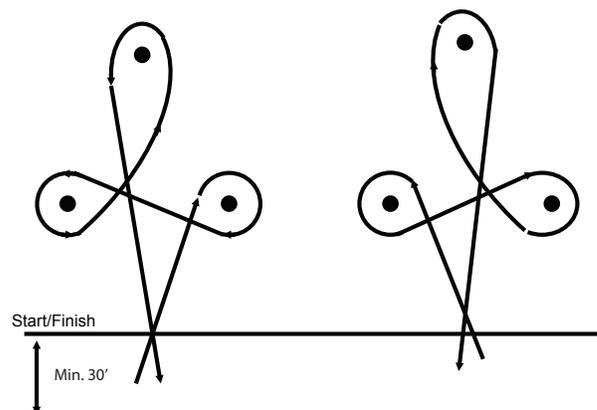
1. Horses have to be quiet and able to stand at a gate
2. Horses must be able to stand quietly as flapping flags are moved around them.
3. Flag holder has to be on the right stirrup, loose enough that the flag pole can slide out.
4. Flag can **ONLY** be carried in the right hand.
5. Flag pole has to be a wooden pole, 8' tall.
6. The flag can't be stuck in the pole, it will be mounted on the pole with tape and staples.
7. The flag carrier should ride at a nice, slow lope; never at a fast speed.
8. Must be able to control your horse to have at least a horse length between you and rider in front of you.
9. You **MUST** have completed Horsemanship Level 3.
10. The flag order is:
  - a. Canada
  - b. Alberta flag
  - c. 4-H flag
  - d. Sponsor flags (major sponsor goes first, then down to lowest sponsor)
11. Order of action
  - a. O Canada
  - b. 4-H pledge
  - c. The Cowboy Prayer, if used

Cowboy Prayer: If you choose to include this at your rodeo, use the Cowboy Prayer of your choice.

## APPROVED 4-H RODEO EVENT RULES

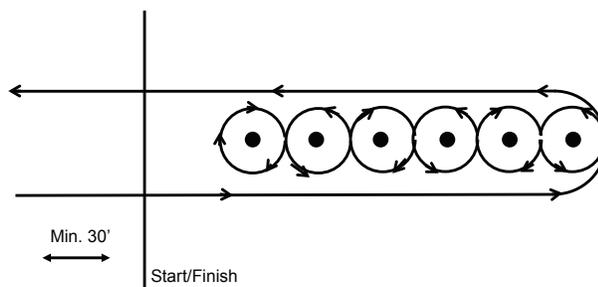
### Barrel Racing:

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. Barrels to be set to suit the arena and stay the same size for the entire rodeo.
3. Barrels to be at least 15 feet from the fence.
4. Position of start/finish line subject to arena size. Start/finish line must be clearly visible on the ground or on the fence.
5. There must be at least 30 feet of stopping space.
6. Left or right barrel may be taken first as long as the proper cloverleaf pattern is followed.
7. Contestants time will be assessed a 5 second penalty for each barrel knocked over. A contestant may touch the barrel with his or her hand from a riding position, and may hold up a barrel to prevent it from falling without penalty.
8. Nose of horse to be timed across score line, starting and finishing.
9. No running starts.
10. Humane whips and spurs are allowed.
11. No re-run due to faulty or broken equipment being used by the contestant.
12. Flagging out by judge to be done only after run has been completed.
13. Barrels to be raked after every 5 runs or as needed.
14. Contestants will be disqualified for:
  - a. Breaking the cloverleaf pattern.
  - b. Stepping on or over the start/finish line before the run is completed.
  - c. Use of whip ahead of front cinch or excessive use of whip prior to, during or after run.
  - d. Fall of horse or rider, or not completing run on the horse.



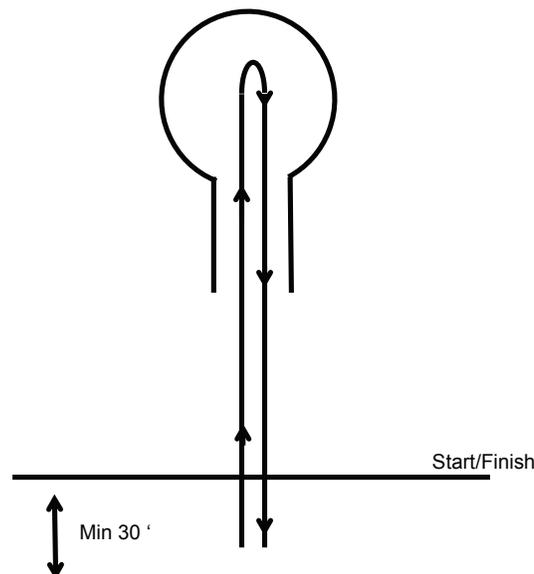
## Pole Bending:

1. The course will consist of 5 or 6 poles (depending on the size of the arena) placed 21 feet apart and 21 feet from the start/finish line and at least 21 feet from the end of the arena.
2. Pre-marked poles to stay the same for the whole rodeo.
3. Start/finish line must be clearly visible either on the ground or on the fence.
4. There must be at least 30 feet of stopping space.
5. 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 center line the full arena distance must be used.
6. Contestant races to end pole, turns it and weaves back through to the first pole, turning it and weaving back to end pole, around it and races back across the finish line. Crossing the center line will result in disqualification.
7. The course may be run from right or left as long as the pattern is completed correctly.
8. Pattern is broken if horse's shoulder goes past wrong side of pole.
9. Contestants will be assessed a five second penalty for each pole that they knock over. Touching a pole by either horse or contestant is permitted.
10. Nose of horse to be timed across score line, starting and finishing.
11. No running starts.
12. Humane whips and spurs may be used.
13. No re-run for faulty or broken equipment being used by the contestant.
14. Flagging out by judge to be done only after run has been completed.
15. End poles to be raked after every 5 runs or as needed.
16. Contestants will be disqualified for:
  - a. Breaking the pattern.
  - b. Stepping on or over the start/finish line before the run is completed.
  - c. Crossing the center line if running two contestants at a time.
  - d. Use of whip ahead of front cinch or excessive use of whip prior to, during or after run.
  - e. Fall of horse or rider, or not completing run on horse.



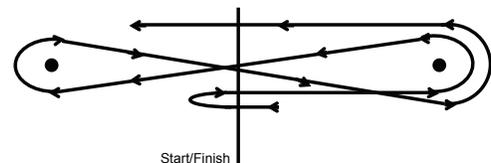
## Keyhole Race

1. The Keyhole is a white chalk circle on the ground 20 feet in diameter with a chalk chute 4 feet wide and 10 feet long.
2. Start/finish line 100 feet back from mouth of chute and must be visible either on the ground or on the fence.
3. There must be at least 30 ft. of stopping space.
4. 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 center line the full arena distance must be used.
5. Rider crosses the start line, runs through the chute into the circle, turning in the circle, runs out through the chute and back across the start/finish line.
6. Disqualification if horse steps on or over any part of the chute or circle.
7. Two judges should be at each keyhole and their decision is final.
8. Nose of horse to be timed across score line, starting and finishing.
9. No running starts.
10. Humane whips and spurs may be used.
11. No re-run for faulty or broken equipment being used by the contestant.
12. Flagging out by judge to be done only after run has been completed.
13. Contestants will be disqualified for:
  - a. Stepping on or over any part of the chute or circle.
  - b. Stepping on or over the start/finish line before the run is completed.
  - c. Use of whip ahead of front cinch or excessive use of whip prior to, during or after run.
  - d. Fall of horse or rider, or not completing run on horse.



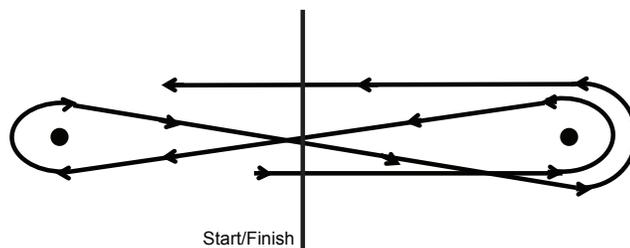
## Stake Race (Alternate 1):

1. Two poles (stakes) to be set 100 feet apart and at least 21 feet from the end of the arena.
2. Pre-marked poles (stakes) to remain the same for the whole rodeo.
3. Start/finish line drawn midway between stakes and must be clearly visible either on the ground or on the fence.
4. Stakes may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a center line the full arena distance must be used. Crossing the center line will result in disqualification.
  - a. At start signal, horse to cross line with all four feet.
  - b. Immediately after crossing the line, make a right hand turn, cross the line again and proceed to a left hand turn around the first pole (stake).
  - c. Make a right hand turn around second pole (stake).
  - d. Make a left hand turn around the third pole (stake) completing a figure eight pattern.
  - e. Race across center line to finish the course.
5. The pattern may be run from a right or left hand turn at the start as long as the proper sequence of figure eight is completed correctly.
6. Pattern is broken if horse's shoulder goes past wrong side of pole.
7. Touching a pole by either the horse or the contestant is permitted. However, knocking a pole over will result in a 5 second penalty.
8. Nose of horse to be timed across score line starting and finishing by timers/flag person.
9. No running starts.
10. Humane whips and/or spurs allowed.
11. No re-run due to faulty equipment being used by contestant.
12. Flagging out by judge to be done only after run is completed.
13. Stakes to be raked after every 5 runs or as needed.
14. Contestants will be disqualified for:
  - a. Going off pattern.
  - b. Not crossing the start line with all four feet before turning.
  - c. Crossing the center line if running two contestants at a time.
  - d. Use of whip ahead of front cinch or excessive use of whip prior to, during or after run.
  - e. Fall of horse or rider, or not completing run on horse



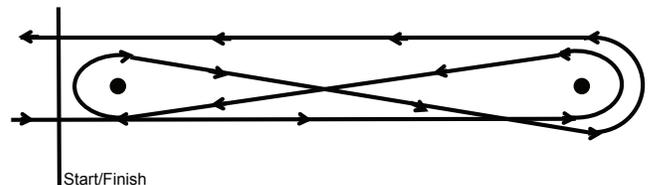
## Stake Race (Alternate 2):

1. Two poles (stakes) to be set 100 feet apart and at least 21 feet from the end of the arena.
2. Pre-marked poles (stakes) to remain the same for the whole rodeo.
3. Start/finish line drawn midway between stakes and must be clearly visible either on the ground or on the fence.
4. Stakes may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a center line the full arena distance must be used. Crossing the center line will result in disqualification.
  - a. At start signal, cross center start line and proceed to a left hand turn around the first pole (stake).
  - b. Make a right hand turn around second pole (stake).
  - c. Make a left hand turn around the third pole (stake) completing a figure eight pattern.
  - d. Race across center line to finish the course.
5. The pattern may be run from a right or left hand turn at the start as long as the proper sequence of figure eight is completed correctly.
6. Pattern is broken if horse's shoulder goes past wrong side of pole.
7. Touching a pole by either the horse or the contestant is permitted. However, knocking a pole over will result in a 5 second penalty.
8. Nose of horse to be timed across score line starting and finishing by timers/flag person.
9. No running starts.
10. Humane whips and/or spurs allowed.
11. No re-run due to faulty equipment being used by contestant.
12. Flagging out by judge to be done only after run is completed.
13. Stakes to be raked after every 5 runs or as needed.
14. Contestants will be disqualified for:
  - a. Going off pattern.
  - b. Crossing the center line if running two contestants at a time.
  - c. Use of whip ahead of front cinch or excessive use of whip prior to, during or after run.
  - d. Fall of horse or rider, or not completing run on horse.



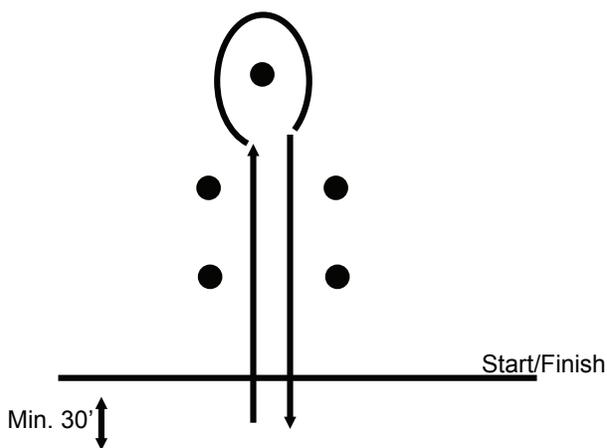
### Stake Race (Alternate 3 - for electric eye):

1. Two poles (stakes) to be set 100 feet apart at least 21 feet away from the end of the arena.
2. Pre-marked poles (stakes) to remain the same for the whole rodeo.
3. Start/finish line will be the same as for all other events and must be clearly visible either on the ground or on the fence.
4. Must have at least 30 feet from the end of the arena and 21 feet from the nearest pole.
5. Stakes may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a center line the full arena distance must be used. Crossing the center line will result in disqualification.
  - a. At start signal, cross the start line and proceed to a left hand turn around the far pole (stake).
  - c. Make a right hand turn around second pole (stake).
  - d. Make a left hand turn around the third pole (stake) completing a figure eight pattern.
  - e. Race back across the start/finish line to finish the course.
6. The pattern may be run from a right or left hand turn at the start as long as the proper sequence of figure eight is completed correctly.
7. Pattern is broken if horse's shoulder goes past wrong side of pole.
8. Touching a pole by either the horse or the contestant is permitted. However, knocking a pole over will result in a 5 second penalty.
9. Nose of horse to be timed across score line starting and finishing by timers/flag person.
10. No running starts.
11. Humane whips and/or spurs allowed.
12. No re-run due to faulty equipment being used by contestant.
13. Flagging out by judge to be done only after run is completed.
14. Stakes to be raked after every 5 runs or as needed.
15. Contestants will be disqualified for:
  - a. Going off pattern.
  - b. Stepping on or over the start/finish line before the run is completed.
  - c. Crossing the center line if running two contestants at a time.
  - d. Use of whip ahead of front cinch or excessive use of whip prior to, during or after run.
  - e. Fall of horse or rider, or not completing run on horse.



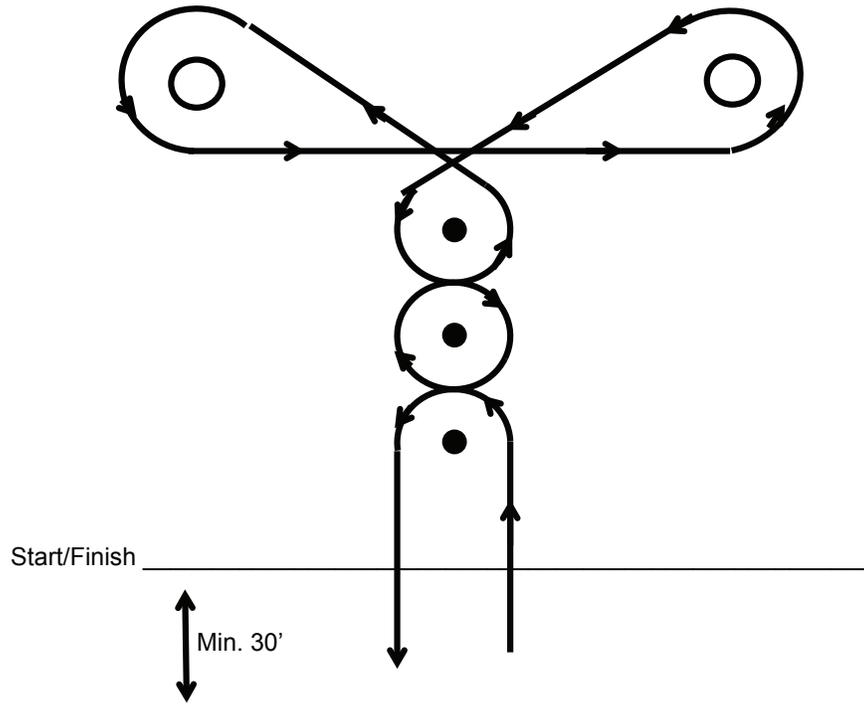
## Thread The Needle

1. The course will consist of 5 poles. The first 2 poles will be placed four feet apart and 100 feet from the start/finish line. The next 2 poles will be placed 4 feet apart and 10 feet away from the first 2, forming a rectangle 4 feet wide and 10 feet long. The fifth pole will be centered so that it is 2 feet from each side of the rectangle and 5 feet from the end of the rectangle.
2. The contestant will run from the start line, go straight through the four foot wide entry, turn either way around the 5th pole, and then go back straight through the rectangle and run back to the finish line.
3. The pattern will have been broken if the contestant enters or exits the rectangle other than the four foot entry or if the horse's shoulder goes past a pole on the outside of the rectangle. You may stop the horse, back up and enter properly providing your horse's shoulder does not pass the pole. Same applies to the second set of poles.
4. Contestants will be assessed a 5 second penalty per pole for knocking down any of the poles forming the rectangle. Contestants may touch any of the five poles with their hand to prevent it from being knocked over.
5. Nose of horse to be timed across score line starting and finishing by timers/flag person.
6. No running starts.
7. Humane whips and/or spurs allowed.
8. No re-run due to faulty equipment being used by contestant.
9. Flagging out by judge to be done only after run is completed.
10. There must be at least 30 feet of stopping space.
11. Contestants will be disqualified for:
  - a. Breaking the pattern
  - b. Knocking over the 5th pole.
  - c. Stepping on or over the start line before the pattern has been completed.
  - d. Crossing the center line if running two at a time.
  - e. Use of a whip ahead of front cinch or excessive use of whip prior to, during or after run.
  - f. Fall of horse or rider, or not completing run on horse.



## Big 'T'

1. The course will consist of 3 poles and 2 barrels.
2. The poles are to be set 21 feet apart down the center line with the first pole 21 feet from the start/finish line.
3. The 2 barrels will be set 45 feet apart on a horizontal line that is 63 feet from the 3rd pole or 125 feet from the start/finish line. The barrels should be no less than 15 feet from the fence.
4. The rider will run from the starting line, pass the first pole on either the left or the right, pass the next two poles on alternate sides.
5. If the 3rd pole is passed on the right side, proceed to the barrel on your left, making a left turn and then a left turn around the other barrel.
6. Then weave back through the three poles on opposite sides to cross the finish line.
7. Note: If the first pole is passed on the right side, the two barrels will both be left turns. If the first pole is passed on the left side, the two barrels will both be right turns.
8. Pattern will be broken if the proper sequence of turns and weaves is not followed or if horse's shoulder goes past the wrong side of any pole.
9. Touching a pole or barrel by either the horse or the contestant is permitted. However, knocking a pole or a barrel over will result in a 5 second penalty added to the contestant's time for every pole or barrel knocked over.
10. Nose of horse to be timed across score line starting and finishing by timers/flag person.
11. No running starts.
12. Humane 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.
16. Contestants will be disqualified for:
  - a. Going off pattern
  - b. Stepping on or over the start line before the pattern has been completed.
  - c. Use of a whip ahead of front cinch or excessive use of whip prior to, during or after run.
  - d. Fall of horse or rider, or not completing run on horse.



## Break Away Roping:

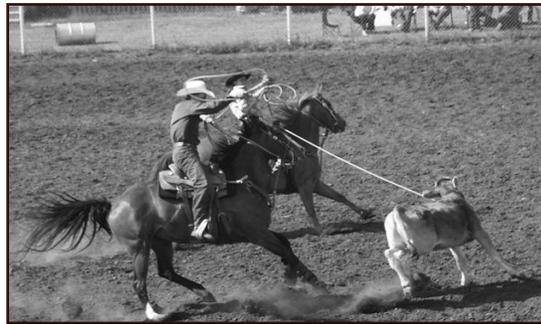
1. All breakaway ropers may come out of either the right or left hand box. Breakaway ropers may use two loops before the caution line and 30 second time limit. If they wish to use two loops, they must carry two ropes. Arena judge to be informed prior to running the event.
2. A caution line will be placed at about 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 record 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. Chute flag 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/she break the rope away from the 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.



## Team Roping:

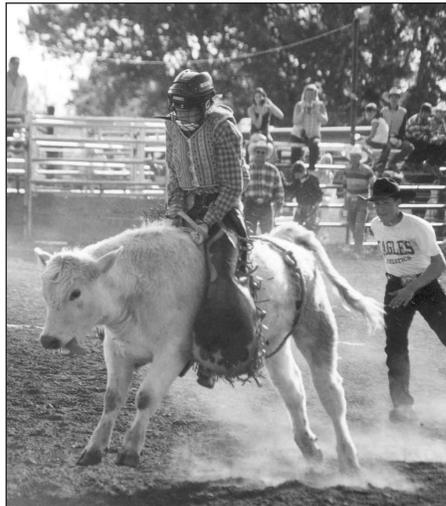
1. Each team roping team will be allowed a maximum of two loops with each roper carrying only one rope.
2. Ropes may not be tied to the saddle horn.
3. A caution line will be placed about 3/4 of the way down the arena at a safe distance from the gate in all timed cattle events. Contestants may not chase animals once they have crossed the caution line.
4. The head of the steer must be caught before the steer crosses the caution line and a 30 second time limit will apply.
5. Horse must be positioned in the back of the box before the chute is opened.
6. No barrier will be used.
7. Horse must clear the box before the rope is thrown.
8. No snaring. Roping steer without turning loose of the loop will be considered "no catch".
9. Chute flag person will drop flag when the steer's hip clears the head gate.
10. Field flag person will drop flag when steer is roped; both horses are facing the steer in line with ropes dallied and tight.
11. Roper must dally to stop steer. (Dally means at least one complete turn around the saddle horn.)
12. Ropers must be mounted when time is taken.
13. Steer must be standing up when roped by head or heels.
14. 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.
15. Unless otherwise announced at start of rodeo, these are the legal head catches.
  - a. Both horns
  - b. Half a head
  - c. Around the neck.
16. If hondo passes over one horn and loop over the other the catch is illegal.
17. If the loop crosses itself in the head catch, it is illegal. This does not include heel catches.
18. Any two heel catch on both heels or higher is legal.
19. One hind foot catch receives a 5 second penalty.
20. 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.

21. A broken or dropped rope will be considered a no time.
22. If animal illegally escapes the arena before the 30-second time limit, another steer will be given.
23. Mechanical failure at the chute will result in a re-run being given.
24. No re-runs will be given because of faulty or broken equipment being used by the contestant.
25. If both clocks malfunction on a qualified run a re-run must be given.
26. Any question as to catches in this event will be decided by the flag person.



## Steer/Cow 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 safetymen.
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.



## Steer Daubing:

1. Contestant must have horse backed into the back of the left hand box before calling for the steer. Contestants who delay backing into the box will be given a 30 second notice by the barrier judge and if they are not set at the end of 30 seconds, they will be disqualified.
2. A hazer will be provided for each run by the rodeo committee. Hazer cannot leave the box before the contestant has called for their steer. Hazer would have to comply with all steer daubing rules. No re-run will be provided because of a hazer mistake.
3. No barrier will be used. Judge will flag the start of time when the steer's hip clears the chute. The contestant shall not daub the steer until the horse and steer has cleared the box. Daubing early will result in disqualification.
4. There will be a 30 second time limit for the steer to be daubed. The judge will blow a whistle at the end of 30 seconds or when no time will be recorded and the contestant must stop when the whistle is blown. The run will be considered complete when the steer has been marked.
5. Contestants must go in order. Competing out of order or not being ready to go in order when called will result in disqualification. Requests for change in order must be made to the Arena Director prior to the start of the event.
6. The committee shall supply all daubing equipment.
7. The daub is deemed legal if the daub is fully within the defined marked circle on the top of the steer's shoulders. No time will be recorded if the steer crosses the caution line. The steer must not be chased after it has crossed the caution line.
8. Time will be flagged after the contestant has daubed the steer's shoulders within the marked area.
9. Use of excessive force, at the discretion of the judges, can result in competitor disqualification in the event and possible expulsion from the rodeo.
10. Re-runs will be awarded if:
  - a. The steer escapes from the arena before the caution line,
  - b. The steer is released before being called for and the contestant immediately pulls up and declares himself/herself.
11. The re-run will be on the next steer in the chute.

## Goat Tying:

1. Goat tying is run as an individual event.
2. Goats to be rotated at a minimum of every third run. (More often if stock is available.)
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 1/2 to 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 start line to goat, dismount, throw goat by hand and tie any three legs securely with a thong or piggin string. A start 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 outreaching arms so they are clearly visible (shoulder height or above). The field flagger will then 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.



## Procedure for Moving Dismount:

1. Left hand on rein checks horse (signaling to horse to slow down and initiate get off) while right hand is secure on the saddle horn.
2. Left hand tags base of horse neck (providing rider with stability and balance) while dropping the right foot out of stirrup and gliding foot over the horse's butt. Leg should be bent, knee to be at 90 degrees when the leg is gliding over the horse's butt.
  - Upper body should stay tall and quiet and leg should just be grazing over the horse's butt.
3. Rider to keep shoulders T-d up, shoulders should remain square, make a straight line perpendicular to the horse, and always facing forward direction of the horse,
4. Keep right arm bent to ensure body stays close to saddle and horse, as you bring the right foot over to the left side of the horse preparing for final stage of get off.
5. Continue to bring right foot down, driving it below and in front of the left stirrup, foot facing the same direction as horse. Keep left leg bent and foot facing forward while in the stirrup.
6. With left hand, make final check with the rein to slow horse, then drop the rein and extend arm straight out for balance as you slide the left foot out of the stirrup and make contact with the ground with the right foot.

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## LEVEL ONE: **SPEED EVENTS**

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**Speed Events Include:** Barrel Racing, Pole Bending, Keyhole Race, Stake Race, Big T and Thread the Needle

### **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.
- Trot around the arena (in both directions) with one foot out of the stirrup, maintaining balance.
- Walk and trot lines and circles using one hand or two hands with a Junior Horse.
- Complete a one-handed rollback at a trot.
- Enter and exit the arena calmly.
- Walk a pattern for your event.

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*Evaluator's signature*

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*Date*

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## LEVEL TWO: SPEED EVENTS

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**Speed Events Include:** Barrel Racing, Pole Bending, Keyhole Race, Stake Race, Big T and Thread the Needle.

### Assessment Tools

- 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.
- Lope around the arena (both directions) with one foot out of the stirrup, maintaining balance.
- Perform a rollback at a lope.
- Lope in straight lines then stop and stand.
- Lope lines and circles.
- Enter and exit arena calmly.
- Trot a pattern for your event.

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## LEVEL THREE: SPEED EVENTS

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**Speed Events Include:** Barrel Racing, Pole Bending, Keyhole Race, Stake Race, Big T and Thread the Needle.

### 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.
  
- Run, stop and stand in the middle of the arena and at the end of the arena.
  
- Enter and exit arena calmly.
  
- Lope a pattern for your event.

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## LEVEL FOUR: **SPEED EVENTS**

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### Assessment Tools

Complete, penalty-free, the correct pattern in under.

**Barrels:** 30 seconds

**Pole Bending:** 35 seconds

**Keyhole Race:** 15 seconds

**Stake Race:** 25 seconds

**Big T:** 30 seconds

**Thread the Needle:** 15 seconds

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## LEVEL ONE: **BREAKAWAY ROPING**

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### 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. (No loop in 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.
- 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).

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*Evaluator's signature*

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## LEVEL TWO: BREAKAWAY ROPING

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### Assessment Tools

- Rope "dummy" head or heels (8 out of 10 times) from your horse.
- Swing and throw rope from horse while trotting and loping.
- 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.
- 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.
- Follow a steer out of chute, no rope.

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## LEVEL THREE: **BREAKAWAY ROPING**

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### Assessment Tools

- Swing rope while chasing a steer around the arena.
- Chase a steer out of the chute, swinging rope.
- Run out of box and through a barrier, if used.

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## LEVEL FOUR: **BREAKAWAY ROPING**

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### Assessment Tools

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

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## LEVEL ONE: TEAM ROPING

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### 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. No loop in 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).

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## LEVEL TWO: TEAM ROPING

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### Assessment Tools

- 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.
- 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.

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## LEVEL THREE: TEAM ROPING

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### Assessment Tools

- 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 steer 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)

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*Evaluator's signature*

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## LEVEL FOUR: **TEAM ROPING**

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### Assessment Tools

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

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## LEVEL ONE: **STEER/COW RIDING**

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### 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.

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## LEVEL TWO: **STEER/COW RIDING**

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- 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.

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*Evaluator's signature*

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## LEVEL THREE: **STEER/COW RIDING**

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### Assessment Tools

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

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*Evaluator's signature*

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## LEVEL FOUR: **STEER/COW RIDING**

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### Assessment Tools

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

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*Evaluator's signature*

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*Date*

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## LEVEL ONE: STEER DAUBING

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- Stop and stand 60 seconds in the middle of the arena.
- Complete a one handed rollback at a trot.
- Calmly walk horse in and out of box.
- 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 your horse, dismounted, in the right and left box.
- Follow steer around the arena (from a distance, not chasing, maintaining the same speed as the steer).
- While walking, trotting and at a lope, demonstrate leaning forward as if to daub a steer. Horse should remain calm and rider should keep a straight line while maintaining momentum.

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*Evaluator's signature*

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## LEVEL TWO: **STEER DAUBING**

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- Perform a one-handed rollback at a lope
  
- 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).
  
- Carry a daubing stick while trailing a steer around the arena.
  
- Lope lines and circles with one hand.

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*Evaluator's signature*

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## LEVEL THREE: **STEER DAUBING**

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- Carry a daubing stick while chasing a steer around the arena.
- Chase a steer out of the chute, carrying a daubing a stick.
- Run out of a box with hazer (and through a barrier if used).

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*Evaluator's signature*

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## LEVEL FOUR: **STEER DAUBING**

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- Be able to daub a steer in less than 20 seconds with an experienced partner.

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*Evaluator's signature*

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*Date*

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## LEVEL ONE: **GOAT TYING**

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### 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.
- Throw and tie a "dummy" (calf or goat).
- Demonstrate a proper moving dismount while horse is walking.

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*Evaluator's signature*

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## LEVEL TWO: GOAT TYING

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### 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.
- Throw a small calf or goat.
- Demonstrate a proper moving dismount from trotting horse.

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*Evaluator's signature*

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*Date*

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## LEVEL THREE: GOAT TYING

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### 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.
- Properly throw and tie a live goat.
- Straddle rope, and hold goat steady.
- Demonstrate a moving dismount at a lope.
- Lope half way down arena on side of saddle, both directions.

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*Evaluator's signature*

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## LEVEL FOUR: GOAT TYING

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### Assessment Tools

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

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*Evaluator's signature*

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*Date*

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## LEVEL ONE: **DISMOUNTED**

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### Assessment Tools

- Become familiar with 4-H Alberta 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.

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## LEVEL TWO: **DISMOUNTED**

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### 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.
- 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.

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*Evaluator's signature*

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*Date*

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## LEVEL THREE: **DISMOUNTED**

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### 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.

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*Evaluator's signature*

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*Date*

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## LEVEL FOUR: **DISMOUNTED**

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### 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.

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*Evaluator's signature*

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## GLOSSARY OF TERMS

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**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 by the stock. Results in a 10-second penalty.

**Breakaway Roping:** rope attached to the saddle horn in such a manner that it breaks off easily when steer is roped and horse is stopped.

**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 turning a near miss into a legal catch. It turns into a legal catch by flipping the rope.

**Flank Strap:** A sheepskin-lined strap with a self-holding buckle passed around the flank of the steer. 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 mounted rider who rides beside a steer on the opposite side of the competitor's horse to keep the stock running straight.

**Header:** The person who ropes the head of the steer as it comes out of the chute. Header must rope steer prior to heeler's rope.

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

**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.

**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 or broken pattern in a speed event.

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

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

**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.

**Set Up:** When the animal stops suddenly at anytime during a run.

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

**Pulling Slack:** After roping a calf or steer, the roper pulls the rope tight on the calf's neck.



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







