Minnesota 4H Horse Project
Western Heritage Workbook
## Revision History

2007.05

1. Edit all sections to remove references to ‘hat’.
3. Edit – Team roping, Event rules, rule 1
5. Add – Pen to Pen rules
WESTERN HERITAGE PROGRAM

Welcome to the Minnesota 4-H Horse Western Heritage program. This program is designed to help you explore and preserve our Western Heritage. As you move through the program, you will:

- explore our Western Heritage and develop an appreciation for it;
- learn to balance competition and education;
- learn safety skills to prevent injury to people or animals;
- develop tools of sportsmanship and realistic goal setting; and
- develop leisure opportunities.

As you go through the program, you will notice each stage building on the previous one. As you work through the stages you will develop skills that will help you know and understand our Western Heritage and you will develop skills that will be of use later on in life. Current Western Heritage events at the state and Regional Level are goat tying, team sort/pen, round pen roping, breakaway arena roping, and team roping. Optional events to be practiced at a local level are calf roping, team penning, individual penning, and ranch cutting.

How to use the program
Each stage must be completed in order; do not skip around. You must complete all the requirements and the number of options required. [You are free to do more of the options if you choose. Once your club, project or state project leader has approved a stage, you are ready to advance to the next stage.]

Resources to use
Answers to some questions can be found by attending a 4-H Western Heritage event. County Extension educators, project leaders, public libraries, and the Minnesota 4-H horse project library will also be good resources.

Western Heritage lingo

Dally -- One complete turn around the saddle horn.
Go -- If the roper receives more than one run, a go is one run through.
Hooey -- A half hitch with a loop, the tail of the string may be partly or all the way pulled through.
Lap and tap -- When calf escapes arena, time stops and then resumes when calf is returned to arena.
Length of the score -- The amount of head start the calf or steer is given.
Open gate policy -- There will be an open gate at the opposite end of the arena that allows the calf to escape into a catch pen.
HERITAGE EVENTS

All competitors MUST participate in the Western Heritage Grand Entry Parade and be appropriately dressed in their Western Attire!

ROUND PEN ROPING

General rules
Western type equipment must be used.
Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
Ropers may share a horse.
3. Round pen should be 40-60’ diameter.

Event rules
1) Two calves in pen at one time.
2) Rope must not be tied on in any manner.
3) Only one rope may be carried.
4) Roper enters pen when called and stops horse. When judge signals go, roper has one minute to catch calf.
5) Roper must throw loop overhand.
6) Loop must pass over calf’s head to be a legal catch.
7) Roper must pull slack from rope, then drop rope to signal time.
8) Time stops when tail of rope is clear of horse and rider.
9) If roper catches both calves in same loop, roper cannot use hands or outside help to get rope off (shaking off without touching loop is acceptable).
10) If roper drops rope they are disqualified.
11) Roper must recoil rope before next loop can be thrown.
12) Roper must rope calf while calf is moving.

Scoring and penalties
1) Judge will not flag roper out until time is recorded.
2) Judge is to flag time, and then flag roper out if run is not legal.
3) Roper will be disqualified for any abusive treatment of calf or horse.
4) Once roper has made a legal catch in any arena roping, they are ineligible to compete in round pen roping.

Stock
1) Calves must be uniform in weight and breed.
2) If calf has horns, horns not to exceed 2 inches.
3) Suggested weight between 180 and 350 pounds.
BREAKAWAY ROPING

General rules

1) Western type equipment must be used.
2) Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, a. western boots, belt, jeans).
3) Ropers may share a horse.
4) Roping box shall be considered part of the arena.
5) Arena conditions will determine length of score.
6) Once score line has been set it may not be changed during that go, nor can the length of the box be changed.
7) Lap and tap -- no barrier to be used. Flagger to flag time when animal's nose clears the gate.
8) Calf belongs to the roper once calf has been released regardless of what happens with the following exceptions:
   a. in case of mechanical failure;
   b. if calf gets out of the arena, flag will be dropped and the roper gets the calf back lap and tap with
c. the time added which was taken when the calf left the arena plus any barrier penalties; or
d. if in the opinion of the judge the roper is fouled by the barrier, roper will get his/her calf back,
e. providing the roper declared by pulling up.
9) The horse must clear the box (chest past barrier) before a loop is thrown.
10) Time to be taken between two flags.

Event rules

1) There will be a closed gate policy with one (1) minute time limit.
2) Two loops are allowed if two loops are carried.
3) The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the roper's responsibility.
4) Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope, or any other device.
5) String will be provided and inspected by a designated official before each roper competes.
6) No loops are to be rebuilt.
7) A cloth or flag must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
8) The catch-as-catch-can rule shall apply after the loop has passed over the calf's head.
9) Rope must be released from roper's hand to be a legal catch.
10) Roper has 60 seconds to enter Roping box, once they enter the arena.

Scoring and penalties

1) Judge will not flag roper out until time is recorded.
2) Judge is to flag time, and then flag roper out if run is not legal.
3) There will be a ten-second penalty added for breaking the barrier.
4) Roping the calf without releasing the loop from roper's hand will disqualify catch.
5) Roper will be disqualified for any abusive treatment of calf or horse.
6) If rope is broken from horn by roper, the roper will receive no time.
Reruns

1) If time is not recorded, rope will be given rerun on same calf.
2) No rerun will be given due to faulty or broken equipment furnished by roper.
3) If the judge sees he/she made an error in flagging, he/she must declare a rerun before the roper leaves the arena.
4) A calf must be rerun before it is used by another roper.

Stock

1) Calves must be uniform in weight and breed.
2) If calf has horns, horns not to exceed 2 inches.
3) Suggested weight between 180 and 350 pounds.
4) Calves will be drawn for and run in random order.
TEAM ROPING

General rules

1) Western type equipment must be used.
2) Western attire must be worn (hat, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
3) Ropers may share a horse.
4) Roping box shall be considered part of the arena.
5) Arena conditions will determine length of score.
6) Once score line has been set it may not be changed during that go, nor can the length of the box be changed.
7) Lap and tap -- no barrier to be used. Flagger to flag time when animal's nose clears the gate.
8) Steer belongs to the roper once steer has been released regardless of what happens with the following exceptions:
   a. in case of mechanical failure;
   b. if steer gets out of the arena, flag will be dropped and the ropers get the steer back lap and tap with the time added which was taken when the steer left the arena plus any barrier penalties; or
   c. if, in the opinion of the judge, the roper is fouled by the barrier, ropers will get their steer back, providing the roper declared by pulling up.
9) The horse must clear the box (chest past barrier) before a loop is thrown.
10) Time to be taken between two flags.

Event rules

1) There will be a closed gate with a (1) one minute time limit.
2) Header will start behind visual barrier using either box, and must throw the first loop at head.
3) Heeler must start from behind barrier line.
4) Time will be taken when steer is roped. Horse's front feet must be on the ground. There will be a one minute time limit.
5) Each roper will be allowed to carry only one rope. Total of three loops per team may be thrown.
6) Roping steer without turning loose of the loop will be considered a no catch.
7) Roper must dally to stop steer.
8) No tied ropes allowed.
9) Ropers must be mounted when time is taken.
10) Steer must be standing up when roped by head or heels.
11) No foul catches can be removed by hand.
12) If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his/her hands.
13) If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither roper may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be counted.
14) Ropers have 60 seconds to enter roping boxes, once they have entered the arena.

Scoring and penalties

1) Judge will not flag roper out until time is recorded.
2) Judge is to flag time, and then flag roper out if run is not legal.
3) There will be a ten-second penalty added for breaking the barrier.
4) Roping the steer without releasing the loop from roper's hand will disqualify catch.
5) Roper will be disqualified for any abusive treatment of steer or horse.
6) There will be only three legal head catches:
   a. both horns
   b. half a head
   c. around the neck
7) If hondo passes over one horn, the loop over the other, the catch is illegal.
8) If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
9) Any heel catch behind both shoulders is legal if rope goes up heels.
10) One hind foot receives a five-second penalty.
11) The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown.
    However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the
    switch is considered a crossfire and is illegal and will receive a no time.
12) If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over
13) eight feet before steer regains his feet or team will receive a no score.
14) Broken rope or dropped rope will be considered no time.
15) Time stops when header and heeler are turned and facing each other with slack removed from rope.

**Reruns**
1) If time is not recorded, rope will be given rerun on same steer.
2) No rerun will be given due to faulty or broken equipment furnished by roper.
3) If the judge sees he/she made a error in flagging, he/she must declare a rerun before the roper leaves the
   arena.
4) A steer must be rerun before it is used by another roper.
5) If artificial horns are jeked off, ropers will receive a rerun on the same steer, with no penalties other then
   barrier penalties.
6) A field flag judge must ask ropers if they want a second loop. Once ropers have been flagged out, they
   will receive no stock back.

**Stock**
1) Steers must be uniform in weight and breed.
2) All steers shall have horns properly wrapped.
3) Steers will be drawn for and run in random order.
RANCH CUTTING

General rules

1) Minimum number of cattle in the herd will be twelve.
2) Cattle to be located at one end of the arena.
3) A pen with gate and wing located on the fence line.
4) All cattle will be clearly marked with numbers.
5) There is a three-minute time limit starting from the time the cow’s number is called.
6) Object will be to cut one cow from the herd and work cow with the assistance of two turnback riders.
7) Once the cow is cut from the herd, the cow is not allowed to re-enter the original herd. If this occurs, the horse and rider are automatically disqualified.
8) The rider must drive the cow into the pen and close the gate.
9) A signal whistle will be blown at 90 seconds and at conclusion of three minutes.

Scoring

1) 70% will be judged on the horse's performance and natural ability; 30% will be judged on the rider’s ability and control of horse.
2) Horses will not be penalized for reining during cutting portion but should display horse’s natural cow ability.
GOAT TYING

General rules
1. Western type equipment must be used.
2. Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
3. Contestants may share a horse.
4. There will be a one-minute time limit.
5. A clearly visible starting line will be used.
6. The stake and the starting line will be permanently marked for the entire go-around.
7. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
8. Arena gate must be closed immediately after the contestant enters the arena and kept closed.
9. Time to be taken between two flags.
10. The horse's nose will be timed as it crosses the starting line.
11. Have collars the same and snug. Ropes the same length. Goats the same sizes and weight.
12. Goat handlers must stand immediately behind goat. Judges position themselves so they are able to have a clear view of the goat rope and horse.

Event rules
1) There should be at least a 15-yard starting line.
2) Starting line should be 100 feet from the stake.
3) The goat should be tied to the stake with a rope 10 feet in length.
4) Stakes should be completely under the ground so that no part of it is visible or above ground.
5) The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from horse, throw the goat by hand.
6) If the goat is down when the contestant reaches it, goat must be stood on at least three feet (goat must be elevated by contestant so that at least three feet must be dangling straight underneath goat, and goat must be rethrown) and then cross and tie any three legs together with a leather thong, pigging string, or rope and stand clear of the goat.
7) Legs must remain crossed and secure for six seconds after completion of tie.
8) To qualify as a legal tie, there will be one or more wraps, and half hitch, hooey or knot.
9) Time will start when the contestant crosses the starting line.
10) Time will stop when the contestant signals the completion of the tie.
11) The contestant must move back three feet from the goat before the judge will start the six second time limit on the tie -- for the goat's legs to remain crossed and tied. If contestant gets rope that is holding the goat wrapped around his/her leg, he/she must ask the judge's permission and remove it. After getting permission from the judge, removing the rope and moving back three feet, the six-second time limit will start.

Scoring and penalties
1) Judge will not flag contestant out until time is recorded.
2) Judge is to flag time, and then flag contestant out if run is not legal.
3) The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4) Contestant will receive a no time for touching the goat or tie after signal of finish.
5) If the contestant's horse comes into contact with the goat or rope at any time, a no time will be assessed.
6) If the goat should break away because of the fault of the horse while the contestant is mounted, it will be a no time. Contestant is considered mounted until both feet are on the ground.
**Rerun**

1) No rerun will be given due to faulty or broken equipment furnished by contestant.
2) If the judge sees he/she made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.
3) If the goat should break away, it will be left to the judge's discretion whether a rerun will be granted.

**Stock**

1) Goats will be uniform in size with a weight limit of 50 to 70 pounds per goat.
2) Sharp horns shall be tipped.
CALF ROPING

General rules

1) Western type equipment must be used.
2) Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
3) Ropers may share a horse.
4) Roping box shall be considered part of the arena.
5) Arena conditions will determine length of score.
6) Once score line has been set it may not be changed during that go, nor can the length of the box be changed.
7) Lap and tap -- no barrier to be used. Flagger to flag time when animal's nose clears the gate.
8) Calf belongs to the roper once calf has been released regardless of what happens with the following exceptions:
   a. in case of mechanical failure;
   b. if calf gets out of the arena, flag will be dropped and the roper gets the calf back lap and tap with the time added which was taken when the calf left the arena plus any barrier penalties; or
   c. if in the opinion of the judge the roper is fouled by the barrier, roper will get his/her calf back, providing the roper declared by pulling up.
9) The horse must clear the box (chest past barrier) before a loop is thrown.
10) Time to be taken between two flags.

Event rules

1) A neck rope must be used. Ropers must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
2) Tow loops will be permitted.
3) If roper intends to use two loops, he/she must carry two ropes.
4) No loops can be rebuilt.
5) If second rope falls from saddle before used, it cannot be rebuilt.
6) Roper cannot receive any assistance after crossing starting line.
7) Roper must rope calf, dismount, go down the rope and throw the calf by hand. Cross and tie any three legs.
8) Any catch is legal, catch-as-catch-can rule.
9) If calf is down when roper reaches it, calf must be stood on at least three feet. Calf must be elevated high enough that he could regain his feet and calf must be re-thrown.
10) If roper's hand is on calf when calf falls, calf is considered thrown by hand.
11) Rope must hold calf until roper gets hand on calf.
12) To qualify as a legal tie, there shall be one or more wraps, and a half hitch or hooey.
13) The tie must hold six seconds, and three legs must remain crossed until passed on by the judge.
14) Six-second time will start when roper has remounted and his/her horse has taken one step forward.
15) If roper's rope comes off calf as roper starts to work with tie, the six-second time will start when roper signals for time.
16) Rope will not be removed and rope must remain slack until field judge has passed on tie.

Scoring and penalties

1) Judge will not flag roper out until time is recorded.
2) Judge is to flag time, and then flag roper out if run is not legal.
3) There will be a ten-second penalty added for breaking the barrier.
4) Roping the calf without releasing the loop from roper’s hand will disqualify catch.
5) Roper will be disqualified for any abusive treatment of calf or horse.
6) If the horse excessively drags the calf after roper has dismounted, a ten-second penalty will be added to time by field judge.
7) Roper will be flagged no time for touching calf, or string or by touching rope to train his/her horse after giving finish signal, or by dragging calf after remounting horse.

Reruns

1) If time is not recorded, roper will be given rerun on same calf.
2) No rerun will be given due to faulty or broken equipment furnished by roper.
3) If the judge sees he/she made a error in flagging, he/she must declare a rerun before the roper leaves the arena.
4) A calf must be rerun before it is used by another roper.
TEAM SORT/PEN

OBJECTIVE:
Teams of 2-4 riders sort, in numerical order, three calves from a total herd of 10 calves. After sorting the three calves, the riders pen the calves (in any numerical order) into the pen at the other end of the arena, with at least one rider stopping the time clock by raising his/her arm at the gate, signifying that the challenge has been met! The maximum allowed time is 2 minutes per team.

1) IMPORTANT: ALL exhibitors are responsible for reading and adhering to these Team Sort and Pen Rules.

2) No foul/disgusting/inflammatory language or name-calling is allowed while participating in a sort/pen event – this may result in the team’s disqualification from the event or the entire competition without refund of any paid fees and no team re-ride. Elimination from the event and/or competition could include all previous go-round times being erased/eliminated from consideration in the placing’s. Judge’s and/or Arena Director/s decisions are Final.

3) Abuse of Cattle or horse by any team member, or unruly, ill-mannered, dangerous, or uncontrollable horse(s) of any team member(S) will be cause for team and/or individual rider’s disqualification by a Judge or Arena Director from that run and/or competition without refund of any paid fees and no team re-rides will be permitted.

4) ALL contestants, judges and arena personnel must wear appropriate western attire: boots, belts, western/dress long-sleeved shirts with collars and the shirt must be tucked into the jeans (or western pants) with the sleeves rolled down and butted at the cuff, plus western hats or equestrian safety helmets. Absolutely no baseball caps or other head gear are allowed. Gloves, chinks/chaps, and spurs are optional. Infractions of the dress code will result in a disqualification of that team in that go-round, with no refund of paid fees and no re-ride permitted. NO notice of the violation of dress code disqualification penalty needs to be announced prior to or when the team enters the arena. Each team member is responsible for knowing these Rules as stated in #1 above.

   a. Exceptions:
      i. Slickers may be worn over the appropriate western attire (Rule #4 above) in rainy weather in an OUTDOOR arena ONLY; NO slickers are ever permitted in an INDOOR arena.
      ii. Coats/Jackets/Sweatshirts/Sweaters may be worn over the appropriate western attire in the “holding area” ONLY. They MUST be removed BEFORE entering the competition arena, whether the arena is outdoors or indoors.
      iii. It is suggested that riders wear long-john shirts or turtleneck shirts under their western shirts in the event of cold weather.
      iv. Infractions of the dress code will result in a disqualification of that team in that go-round, with no refund of paid fees and no re-ride permitted.

   b. Never Permitted: Clothing with offensive language or pictures as determined by usual common sense by the Judge or Arena Director. This will result in a disqualification of that team in that go-round and/or the entire competition event, with no refund of paid fees and no re-ride permitted.

5) EXHIBITORS
   a. A team consists of two to four riders, but never more than four riders.
   b. ***Teams must change out at least two riders to become a new team: No team may compete more than once with the same people. *** do we need this rule for 4-H? I believe that they can only compete on one team. And are we allowing teams of two riders now?
   c. While you are watching another team competing in the arena, absolutely NO calling out numbers or positioning of the cattle is allowed, e.g., “It’s #4, It’s on your right. it’s coming back…#5 is in front of you”…NO spotting or positioning is allowed.
   d. As determined by a Judge and/or Arena Director, an infraction of this Rule #7 may be grounds for elimination of the offender from the competition, and no paid fees will be refunded.
e. Exhibitors are responsible for informing their visiting friends and family members of this RULE so all is fair for all competitors.

f. Cheering and yelling support for a team is ALWAYS allowed. Cheering and yelling support for a team is ALWAYS allowed, acceptable, and encouraged!! Such as, “Go get’ em.. Ride Harder! Get up there!..YYYEEEEAA!..Put it in Third Gear!.. GREAT RIDE!

6) Timer Judge:

a. There is a two minute time limit for each team’s run.

b. The Timer Judge will sit even with the Start/Foul Line, in the same position for each team’s run. The back-up timer will sit directly behind the Timer Judge, in the same position for each team’s run.

c. The Timer Judge will be the primary timer of each run, with a back-up stopwatch to be run by an adult appointed by the Timer Judge or Arena Director.

d. If the Timer Judge’s stopwatch fails, then the back up stopwatch time will be used.

e. If both stop watches fail, then the team has the option of a re-ride. The team also has the option of riding immediately as the next team, or dropping to the end of the go-round. The same cattle number will be used as originally drawn.

7) Sorting:

a. The team starts with the announced number and continues sorting the three cattle in numerical order. For example, your number is 6, so then you first sort out #6, then #7, then #8.

b. “Flag’s up”

i. As the Team approaches the herd but still behind the Start/Foul Line, the Timer Judge will signify satisfaction of settling of the herd and readiness of the team to start by raising the flag…..

ii. “FLAG’S UP” will be loudly stated by the arena announcer. All riders must be behind the Start/Foul Line before FLAG’S UP will be called.

iii. At the statement of “FLAG’S UP”, the announcer will then loudly say the starting number and will again loudly say the starting number two more times, for a total of three times. This will occur for each team’s ride.

a. Cattle are considered “sorted” when the entire body of the calf crosses the Start/Foul Line.

b. If any part of a calf crosses the Foul Line out of numerical sequence, the team shall be judged a “No Time”.

c. If any cattle already sorted out come back across the Foul Line, the team shall be judged a “No Time”.

d. Cattle sorting number for each team will be randomly drawn. Cattle draw will begin new with each change of the herds.

e. There will be 10 cattle at the end of the arena, opposite of the end where the pen I located, marked with visible numbers from 0-9.

8) Cattle will be settled after each run to the satisfaction of the Timer Judge, closely grouped near the center of the back fence.

9) Time starts when the first horse’s nose crosses the Start/Foul Line.

10) A QUALIFIED TIME is within the two minute limit:

a. When all cattle are sorted, and

b. At least one calf is penned, and

c. At least one rider’s arm is up in the air at the pen gate to signify that sorting/penning is complete.

d. The cattle must be sorted in numerical order and then penned (in any order) within the 2 minute time limit or in less time.

e. Teams may receive a 30 Second warning. This is at the Arena Director’s option, but each team will be treated equally; Either a warning will be called for all teams, or no warning will be announced.

f. In the event that a warning should have been announced and was not, then the team may be granted a re-ride if they choose, but a new number will be drawn, and the team will ride as the next starting team.
g. The team requesting a re-ride must make this request of the Judge immediately at the end of their current ride, before any team member leaves the arena. Judge’s decision is final.

h. Each rider must stop sorting/penning if judged a “No Time”.

11) Once committed to the cattle by crossing the Start/Foul Line, the team is responsible for the cattle.
   a. However, if pointed out by someone prior to starting the run that one or more cow has a number that is faulty or missing, then the faulty cows may be a. replaced, or
   b. numbers may be fixed, or
   c. the Announce or a Judge may announce the number of the cow over the PA system. But, once the run begins (team member crosses the foul line), then the team is committed and must continue as is.
   d. It is the responsibility of the team, before working their first cattle number, to pull up and call for the judge if, in their opinion, there is an injured or unusable animal in the herd.
   e. Once the cattle are worked at all, however, no excuses are accepted, and the timer will continue to run.
   f. However, a Judge and/or Arena Director may call a stop to the run because of injured/ unusable animal(s). In that event, the cattle will be changed out, and the team will immediately begin their ride over with the same cattle number and the time will start over.

12) PEN JUDGE:
   a. Pen Judge will sit even with the gate, and drop the flag ONLY after the last calf’s tail crosses the gate line into the pen, AND
   b. At least one rider has his/her ARM RAISED AT THE GATE OPENING to signify they have completed their penning maneuver.
   c. Time is stopped by the Timer Judge ONLY at the drop of the Pen Judge’s flag.
   d. NO rider’s horse may go completely into the pen. Any horse completely into the pen is an automatic NO-TIME. and can be called for roughing the cattle at the discretion of the Judge and/or Arena Director with sanctions as may be deemed appropriate by a Judge and/or Arena Director.

13) PENNING the sorted calves:
   a. Riders may pen their calves in any numerical order.
   b. Riders may pen 1 or 2 or all 3 calves to get a time.
   c. However, 3 penned calves will always beat 1 or 2 calves, and 2 penned calves will always bat 1 calf.
   d. The fastest time with the most cattle penned will rank in that order, first through last team.
   e. When the penning is completed and that team is taking the cattle from the pen to the cattle end of the arena, the riders are NOT to allow any calf to go back through the “HOLE” between the pen and arena fence/wall. The cattle are to be taken back to the cattle end through center of arena ONLY, this is common/usual Team Penning etiquette and should be adhered to. The calf learn “bad manners” in allowing them to return to their end by way of the “HOLE”.

14) Ties – If there are two or more teams with the same number of cattle penned in the same amount of time-
     to determine placings of these teams:
     a. In the event of a tie, then all tied teams will have a run-off with new cattle numbers drawn for each team, and the team start order will be drawn;
     b. Almost all the same sort/pen rules apply as in the original run, except,
     c. During a run-off, the original back-up timer from behind the Time Judge will stop his/her stopwatch and the third sorted calf of each team completely crosses the time line. This sorting time is the tie -breaker if a subsequent tie occurs during the run-off event.

15) Arena Configurations:
   a. The start/foul line must be a minimum of 30%, but not more than 40% of the arena from the cattle end. The Foul Line must be visibly and “permanent” marked at both sides of the arena with markers or flags.
b. The pen configuration must be the standard setup as specified in the diagram herein. I may be moved toward the cattle end (Foul Line), but the distance of the pen gate line will be either 75 feet from the arena back wall, but not less than 25% from the back wall.

c. The 16 foot “Wing” panel at the gate opening is always positioned towards the middle of the arena, not towards the arena fence/wall.

d. The “Hole” width from the pen to the arena fence/wall is always 16 feet between the pen and the arena fence/wall.

e. The “hole” width from the pen to the arena fence wall always 16 feet between the pen and the arena fence/wall.

f. The “gate” opening is always 10 feet.

A solid piece of material/vinyl, at least 12 inches by 16 feet must be top of the back panel of the pen and span the full length of the 16 foot back panel. It is recommended that the material/vinyl be a wide/deep as possible but not drag on the ground- It is a good idea to cover as much of the back panel as possible.

h. The Gate Line must be visibly and Permanently marked at both sides of the arena with barkers or flags.

16) “Roughing” and/or “Running Down” of cattle could be cause for disqualification with no return of paid fees and no re-rides:

EXPLANATION:
A team shall be given a no-time by a Judge or Arena Director for any action that is believed to be unnecessary roughness, or running down, the cattle. In the even a Judge or Arena Director determines the action to be inhumane (and/or dangerous) treatment of the cattle, the team will be disqualified and no paid fees will be refunded and no team re-ride permitted.

a. “Running Down” of escaped cattle shall be defined as the chasing of an animal down the arena at high speed unnecessarily.

b. The rider must give the cattle an avenue of escape that is to mean if the animal has nowhere to go but through or over the fence, it is roughing.

c. The rider must keep his/her horse off the cattle. This action could cause injury or death to the cow, horse and/or rider.

d. A horse following so closely as to “hock” the cattle’s back legs can cripple the animal as well as cause a potential wreck, causing injury or death to the cow, horse and/or rider.

e. A Judge should look for continual pressure by the rider on the cattle. Riders should allow space for their horses to respond which prevents them from being too close to the cattle. A rider in control of his horse will most usually not hit an animal except when exhibiting actions caused by anger or frustration.

f. Knocking an animal over, then stepping on it is almost always a roughing call.

g. In the process of going for a time, a rider may run the cattle so hard and close over the line that it could be considered roughing.

h. Not letting up on an animal when a rider can see a collision is coming with the fence, herd or another rider could be a roughing call.

i. Hazing or hitting of cattle with fee/legs, hats, romal, ropes, or whips will be cause for disqualification with no refund of paid fees and no team re-ride.

j. Yelling loudly and/or slapping only your hand on your leg and/or waving your arm are permitted.

k. No ropes/whips/over-unders are allowed to be carried or tied to your saddle during a sort/pen event. This is an automatic NO-TIME for the team with no return of paid fees and no re-rides permitted.

17) In the case of a “Down Cow”, any team member can stop the timer by raising his/her hand and getting a Judge’s attention, by yelling if necessary:

a. A “Down Cow” shall be defined as a cow that goes down, leaves or partially leaves the arena, or whose legs or body become entangled in the arena structure. See “Roughness” Rule #20 above.
b. In the case of a “Down Cow”, the options include but are not limited to:

c. If the cow is usable, allow the team to continue with the time remaining on the timer.

d. Remove the faulty cow, replace with another cow, resettle the herd, and continue with the time remaining on the timer.

e. Remove the faulty cow, resettle the herd, and start with the full time on the clock.

f. Disqualify the team for unnecessary roughness. The decision is based on how the animal went down and under what conditions. This is the judge’s or Arena Director’s decision.

18) HERD HOLDERS = IMPORTANTS:

a. When the number is first announced, but NOT BEFORE the number is announced, the herd settlers MUST IMMEDIATELY LEAVE with SPEED from the cattle herd or risk having the current team started over again by the Judge, with no change in the cattle number.

b. In other words, announcement of the number means no extra pushing of the cattle or getting in the way of the other riders or cattle being sorted...you MUST LEAVE with SPEED so as to not interfere in the run.

c. Interference may be grounds for elimination of the interfering rider in the competition for the day with no refund of paid fees. This is a Judge’s and/or Arena Director’s decision.

d. Interference by the herd holders, whether at the herd or while leaving the arena, may be reason for a completely fresh re-ride by the team in the arena, but using their original cattle number.

e. If the team believes there was interference, a team member must immediately ride to the Judge to request the re-ride; the clock will stop at this time but not be deleted until a decision is may be the Judge.

f. If a re-ride is determined necessary, the team will be the next team to ride, and will have the same number as originally announced prior to the interference, and the clock will start over.

g. However, the original ride may be determined as “OK/no detrimental interference” by the Judge, and the team will then suffer the consequences of the actions of their team member: (A) either a no-time, or (B) beginning at start line again with only the time left on the clock.

h. The Judge’s decision is final.

19) Appeals of a judge’s decision(s) must be made before you leave the arena. Disputes will be decided by the Judge.

20) Judge’s and/or Arena Director’s decisions are FINAL.

21) AND MOST IMPORTANTLY Let’s have fun...cheer on...urge on (but don’t call numbers or positioning!)...eat a lot of food...meet new friends...congratulate everyone...and remember to say HELLO to your old friends, too!!
TEAM PENNING

General rules
1) Western type equipment must be used.
2) Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
3) Ropers may share a horse.
4) Numbers should be a minimum of six inches tall and colored neckbands be a minimum of six inches wide. Numbers must be applied to both sides of the animal, high up on its side, with the top near the midline of the animals back between the shoulder and the hip.

Event rules
1) Within a ninety-second time limit, a team of three must cut from the herd and pen three head of cattle with the assigned (same) identity number or colored neckband. The fastest time wins. A warning is given the team working the cattle at thirty seconds prior to a final time being called.
2) There should be three head of assigned (identical numbers or colored neckbands) cattle per team in the herd as each new team begins a run.
3) All cattle will be bunched on the cattle side of the starting line before the time begins. The line flagman will raise the flag to signal when arena is ready. Ropers will be given their cattle penning number or color of neckband when the line flagman drops his flag as the nose of the first horse crosses the starting line.
4) To call for time, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the first horse enters the gate and the rider calls for time. All undesignated cattle must be completely on cattle side of starting line or there will be no time. If a team calls for time with only one or two of their cattle in the pen, the remainder of their designated cattle does not have to be on the cattle side of the starting line.

Scoring and penalties
1) Riders are committed once they enter the arena. Any delay will be a disqualification.
2) Once committed to the cattle, the team is responsible for their animals. It is the team's responsibility, before working the cattle, to pull up and call for a judge's decision if, in their opinion, there is an injured or unusable animal in their numbered or colored-banded cattle.
3) A team may call for time with only one or two assigned cattle being penned. However, teams penning three head of cattle place higher than two, and two higher than one, regardless of time.
4) A team calling for time with any wrong numbered or colored neck-banded cattle in the pen will be judged no time.
5) Contact with cattle by hands, hats, ropes, bats, romel or any other equipment is a disqualification.
6) A team exhibiting any unnecessary roughness will be judged no time.
7) No hazing with whips hats or ropes allowed.
8) Romel or reins may be swung or popped on chaps.
9) A five-second penalty per roper will be assessed if the helmet is not on the roper's person until completion of the run.
10) Fall of horse or rider will not eliminate the entry; however, any attempt by a dismounted rider to work cattle before remounting will result in a disqualification.
11) If five or more cattle are across the starting line at any one time, the team will be judged no time.

Reruns
1) If an animal leaves the arena, either over or through the fence, the team can either be disqualified for unnecessary roughness, or can be given a rerun, depending on the judge's decision.
2) If a rerun is given, it must be given at the end of the total go-around.
Stock

1) The optimum number of cattle per herd is thirty.
2) All cattle within a herd must be numbered in groups of three.

INDIVIDUAL PENNING
All rules of team penning apply with the variation of one rider penning one animal.
PEN TO PEN SORTING

OBJECTIVE
A team of two riders sort cattle in numerical order from one (sorting) round pen into another (holding) round pen connected by a 12 ft opening. Contestants work together sorting as many cattle as possible, from a herd of six head, into holding pen within a one minute time limit.

General rules
1) Western type equipment must be used.
2) Western attire must be worn (helmet, long-sleeved shirt with collar and buttoned or snap front, western boots, belt, jeans).
3) Contestants may share a horse.
4) A contestant may ride on 2 teams as long as they change partners.

Event Rules:
1) 2 contestants per team, one sorts while the other watches/controls the 12’ opening. During the run, contestants may alternate or switch positions.
2) Each team will have 2 rounds.
3) There will be a one-minute time limit.
4) Number of cattle in the herd will be six.
5) Two round pens of equal size, set side by side, connected by a 12’ opening. Pens should be 40’- 80’ in diameter.
6) Cattle to be located at the same end of sorting pen for each run.
7) All cattle will be clearly marked with numbers. Numbers should be a minimum of six inches tall.
8) Numbers must be applied to both sides of the animal, high up on its side, with the top near the midline of the animals back between the shoulder and the hip. Neck numbers may be used, but must be clear visible.
9) Time starts when first horse’s nose crosses the 12’ opening/timeline.
10) Time stops when last cow’s tail crosses the 12’ opening/timeline.
11) Both riders must be mounted to receive a qualifying time.
12) Team will be given a score on number of cattle in holding pen when time is called.
13) An animal will be considered sorted/penned when whole body is in holding pen.
14) Placings will be determined on team scores of combined runs and number of cattle held.
15) Cattle numbers will be drawn before event starts. Pen of cattle will be switched after 6 runs.

Disqualifications:
1) An animal crosses the timeline out of number sequence.
2) Once an animal has been cut from the herd, and sorted into holding pen, that animal cannot return into the sorting pen.
3) Abuse of cattle or horse by any team member, or unruly, ill-mannered, dangerous, or uncontrollable horse(s) of any team member(s) will be cause for team and/or individual rider’s disqualification by a Judge or Arena Director from that run and/or competition.

Ties:
1) Ties will result in a sort-off (between teams that have tied) with a 30 second time limit.
Stock
  1) Cattle must be uniform in weight and breed.

Reruns
  1) If time is not recorded, team will be given rerun.
  2) No rerun will be given due to faulty or broken equipment furnished by rider.
  3) Cattle or equipment failure constitutes a rerun at the judge’s discretion.
6 head of numbered cattle

**Sorting Pen**

**40 to 60 feet**

Riders sort cattle across Time Line in numerical order, starting with number called when crossing Time Line

**Judge**

**Time Line**

(12 ft. Opening)

**Holding Pen**

*4 to 60 feet**

Riders start in holding pen. Time starts when first horse’s nose crosses time line. Starting number will be called as first horse crosses time line.
TEAM SORTING

1) Team shall consist of four members.
2) Team must ALL start behind the start line.
3) When the first horse crosses the start line time begins.
4) The announcer will announce a number between zero and nine team to goget that number and the
   a. next two in order out of the herd at the far end of the arena and bring them back and put them all
   b. in the pen located back by the starting line.
5) Any cattle not in order get in catch pen team disqualified or gets past starting line.
6) Riders may not touch cattle with hands, legs, reins, run over cattle, or foul cattle. DQ results.
7) After cattle are in pen the they must close gate and time stops.
8) A 90 second time limit.
9) Must have all three head to get a time.
10) If one or more head get out of arena at judge’s discretion may offer a rerun or DQ team.

General rules

Event rules

Scoring and penalties

Reruns

Stock
WESTERN HERITAGE ACHIEVEMENT RECORD

STAGE 1

Requirements

1) Participate in a qualified roping clinic. List date and location.
2) Be familiar with the general rules of the 4-H round pen, breakaway roping, or team roping events. List 3.
3) List 3 safety considerations.
4) Give a demonstration on one part of the Western Heritage program. Give location and audience.
5) List 3 qualities of a roping horse.
6) Identify 4 parts of a rope.

(On separate sheet of paper)

Options (select 3 out of 5)

1) Attend a roping event. List date and location.
2) Define the term "jackpot". Describe one jackpot in your area, giving date and location.
3) Be familiar with optional Western Heritage activity rules. Identify the activity and give 3 rules.
4) List equipment needed in one optional Western Heritage event. Identify event.
5) Invite a non-4-H friend to attend a 4-H event with you.

Personal Development (select 1 from list)

Give a brief description of what you did and what you learned.

Citizenship Development (select 1 from list)

Give a brief description of what you did and what you learned.

(member name) has completed stage 1 of the Western Heritage workbook. (signature and date)
STAGE 2

Requirements

1) Participate in a qualified roping clinic. List date and location.
2) Describe one area of roping where you have improved in the last year.
3) Become familiar with the need for first aid knowledge. (Suggestions: attend a first aid class, interview an emergency medical technician, attend a babysitting clinic, attend a farm safety event) List event.
4) Describe one method of teaching your horse to track a calf.

(On separate sheet of paper)

Options (select 3 out of 5)

1) Assist with a Western Heritage event. List date and location.
2) Interview a flag judge. Judge’s signature:
4) Participate in a Western Heritage event other than regional or state competition. Give description of event.
5) Make a poster promoting Western Heritage and post in a public location (ask permission first).

Personal Development (select 1 from list)

Give a brief description of what you did and what you learned.

Citizenship Development (select 1 from list)

Give a brief description of what you did and what you learned.

(member name) has completed stage 2 of the Western Heritage workbook. (signature and date)
STAGE 3

Requirements

1) Participate in a qualified roping clinic. List date and location.

2) Define animal welfare and animal rights.

3) Interview an athlete about the need for a physical training program for self. Describe what you learned.

4) Do at least one demonstration or project talk for a county group. Give topic and audience.

5) Help at a Western Heritage event. Give date and tell about your responsibilities.

6) Ground work is important for roping. Keep a log of your ground work for a month. Attach a copy.

(On separate sheet of paper)

Options (select 3 out of 5)

1) Interview a timer. Timer’s signature:

2) Interview a certified instructor for Minnesota 4-H Western Heritage. Instructor’s signature:

3) Assist in planning and conducting a county or cluster Western Heritage event. Describe your responsibilities.

5) Interview an announcer of a Western Heritage event. Announcer’s signature:

6) Learn roping rules for at least one of the following: (National High School Rodeo Association, Professional Rodeo Cowboys Association, Minnesota Rodeo Association, International Professional Rodeo Association)

Personal Development (select 1 from list)

Give a brief description of what you did and what you learned.

Citizenship Development (select 1 from list)

Give a brief description of what you did and what you learned.

(member name) has completed stage 3 of the Western Heritage workbook. (signature and date)
STAGE 4

Requirements

1) Participate in a qualified roping clinic. List date and location.

2) Read 2 articles about animal rights. List title and source.

3) Read 1 book on positive attitudes. Give title and author.

4) Analyze your performance in a Western Heritage event.

5) List 3 safety checks to do when transporting your horse.

(On separate sheet of paper)

Options (select 3 out of 5)

1) Develop a plan for all-weather tack care. Attach a copy.
2) Interview a rodeo contestant. Contestant’s signature:
3) Describe how our Western Heritage has affected the clothing industry today.
4) Interview a livestock supplier. Supplier’s signature:
5) Give an oral report on flag etiquette for the performance arena.

Personal Development (select 2 from list)
Give a brief description of what you did and what you learned.

Citizenship Development (select 2 from list)
Give a brief description of what you did and what you learned.

(member name) has completed stage 4 of the Western Heritage workbook. (signature and date)
STAGE 5

Requirements

1) Participate in a qualified roping clinic. List date and location.

______________________________________________________________________________

2) Give a demonstration or project talk sharing what you have learned because of your involvement in Western Heritage. Give location and audience.

______________________________________________________________________________

3) Develop a physical training plan for yourself. Describe.

______________________________________________________________________________

______________________________________________________________________________

______________________________________________________________________________

4) Share one roping technique with a younger youth. Describe what happened.

______________________________________________________________________________

______________________________________________________________________________

______________________________________________________________________________

______________________________________________________________________________

(On separate sheet of paper)

Options (select 3 out of 5)

1) Develop a promotional piece for Western Heritage. Attach.
2) Interview an animal rights activist.
3) Track the expenses in the care of your horse for 1 month.
4) Give a demonstration or project talk concerning safety. List the date and audience.
5) Interview a veterinarian about the health of your horse. Veterinarian’s signature:

Personal Development (select 2 from list)

Give a brief description of what you did and what you learned.

Citizenship Development (select 2 from list)

Give a brief description of what you did and what you learned.

(member name) has completed stage 5 of the Western Heritage workbook. (signature and date)
STAGE 6

Requirements

1) Participate in a qualified roping clinic. List date and location.

______________________________________________________________________________

2) Give a demonstration sharing what you have learned because of your involvement in Western Heritage. Give location and audience.

______________________________________________________________________________

(On separate sheet of paper)

Options (select 1 and describe your experience)

1) Mentor a younger youth.
2) Organize and carry out a leadership event.
3) Develop a comprehensive safety plan.
4) Develop the promotion for a 4-H activity in your county or state.

Personal Development (select 3 from list)
Give a brief description of what you did and what you learned.

Citizenship Development (select 3 from list)
Give a brief description of what you did and what you learned.

(member name) has completed stage 6 of the Western Heritage workbook. (signature and date)
STAGE 7

Requirements
1) Participate in a qualified roping clinic. List date and location.

______________________________________________________________

2) Give a demonstration sharing what you have learned because of your involvement in Western Heritage. Give location and audience.

3) ____________________________________________________________

(On separate sheet of paper)

Options (select 1 and describe your experience)
1) Mentor a younger youth.
2) Organize and carry out a leadership event.
3) Develop a comprehensive safety plan.
4) Develop the promotion for a 4-H activity in your county or state.

Personal Development (select 3 from list)
Give a brief description of what you did and what you learned.

Citizenship Development (select 3 from list)
Give a brief description of what you did and what you learned.

(member name) has completed stage 7 of the Western Heritage workbook. (signature and date)
STAGE 8

Requirements

1) Participate in a qualified roping clinic. List date and location.

______________________________________________________________________________

2) Give a demonstration sharing what you have learned because of your involvement in Western Heritage. Give location and audience.

______________________________________________________________________________

(On separate sheet of paper)

Options (select 1 and describe your experience)

1) Mentor a younger youth.
2) Organize and carry out a leadership event.
3) Develop a comprehensive safety plan.
4) Develop the promotion for a 4-H activity in your county or state.

Personal Development (select 3 from list)
Give a brief description of what you did and what you learned.

Citizenship Development (select 3 from list)
Give a brief description of what you did and what you learned.

(member name) has completed stage 8 of the Western Heritage workbook. (signature and date)
STAGE 9

Requirements

1) Participate in a qualified roping clinic. List date and location.

________________________________________________________________________

2) Give a demonstration sharing what you have learned because of your involvement in Western Heritage. Give location and audience.

3) ________________________________________________________________

(On separate sheet of paper)

Options (select 1 and describe your experience)

1) Mentor a younger youth.
2) Organize and carry out a leadership event.
3) Develop a comprehensive safety plan.
4) Develop the promotion for a 4-H activity in your county or state.

Personal Development (select 3 from list)
Give a brief description of what you did and what you learned.

Citizenship Development (select 3 from list)
Give a brief description of what you did and what you learned.

(member name) has completed stage 8 of the Western Heritage workbook. (signature and date)
PERSONAL DEVELOPMENT OPTIONS
(choose a variety of options as you progress through each level)

1) Lead the Pledge of Allegiance and 4-H pledge at a meeting.
2) Preside at a meeting.
3) Lead a song or a game at a meeting.
4) Write a news story for a local paper.
5) Write a column for your 4-H club or county newsletter.
6) Participate in a radio or television program.
7) Serve as chairman of a committee.
8) Participate in a judging contest.
9) Serve as a 4-H youth leader.
10) Attend a 4-H camp.
11) Be a teen counselor at a camp.
12) Develop a display which is related to 4-H.
13) Make arrangements for a tour by your 4-H club.
14) Arrange for a video to be shown at your 4-H club meeting.
15) Secure a speaker for a public meeting.
16) Participate in your county fair.
17) Plan a function for your 4-H club separate from a regular meeting.
18) Prepare a scrapbook of your 4-H activities.
19) Serve as host for a 4-H meeting.
20) Attend a rodeo and give a report at your local 4-H club meeting.
21) Set 4-H, educational and career goals for yourself. Write them down.
22) Develop some options of your own with your project leader's approval.

Complete the 4-H Livestock Ethics program.

Citizen's Pride Options
(choose a variety of options as you progress through each level)

1) Prepare a display that would be educational regarding a clean environment, safety, conservation of natural resources, or our Western Heritage.
2) Participate in a club Community Service project.
3) Organize a club Community Service project.
4) Do something to physically improve your neighborhood.
5) Do a chore for someone who needs help.
6) Organize a clean-up committee for helping to keep your school or community clean.
7) List the safety hazards you see around your home and community. Develop a plan and act.
8) Design an escape plan for members of your family in case your house should start on fire.
9) Make a poison safety check in your home.
10) Visit a hospital or nursing home. What can you do to help with the welfare of those you visited? Make a plan and carry it out.
11) Personally collect clothing, toys or canned goods for food shelf or shelters.
12) Obtain and paint public trash containers at a local park, fair grounds, or school.
13) Help to plant trees, shrubbery, or flowers around community buildings or public places.
14) Conduct a home energy conservation survey in your home.
15) Make a toy to give to a homeless shelter.
16) Write a letter to the editor of your newspaper (enclose a copy).
17) Attend a city or county court hearing while it is holding trial by jury.
18) Interview a public official to see what they do.
19) Attend a township or city council meeting.
20) Tour your city hall or county courthouse.
21) Run for school or 4-H office. Develop your platform and run your campaign.
22) Invite your state representative to speak to your 4-H club or county group.
23) Read a daily newspaper every day for five days. Make a list of current problems affecting Minnesota and the United States. Decide what you can do to help solve these problems. Make a plan of action and carry it out.
24) Develop some options of your own with your project leader's approval.
SUGGESTED WESTERN HERITAGE PROGRESS CHECKLIST

Rider_______________________________________Horse_______________________________________
(horse may be shared but must be identified with the county Extension office to be used in regional competition)
(Below are listed the steps needed to progress from ground roping to round pen, to breakaway, to team roping. Items should be worked in order and each step should be completed before progressing to the next.) REMOVE
These are some guidelines to follow in your progression from ground roping to round pen, to breakaway, and then to team roping.
Learn each step well before moving on to the next.

STEP ONE

☐ Know the basic safety rules
☐ Safety first
☐ Never rope a person
☐ Do not swing loop near other people
☐ Dally thumbs up
☐ Can rope objects from the ground
☐ Horse (while tied without rider) will allow a rope to be:
☐ around both front legs and pulled
☐ around both back legs and pulled
☐ placed around rump
☐ swung around head
☐ lightly bumped around body

(If horse shows any more than a slight uneasiness, these steps should be repeated.)
Member has exhibited the skills in Step One.
______________________________________ _______________________________________
date signature

(Upon completing Step One, rider may begin Step Two mounted)) remove

STEP TWO

☐ All tack is properly adjusted with no signs of fraying or wear
☐ Horse will tolerate rope being swung while rider is on back
☐ Horse will tolerate rope touching barrel, head, and legs with rider
☐ Horse will move cattle without signs of fear
☐ Rider can rope an object while mounted on horse
☐ Rider exhibits skills to pull slack and then drop for breakaway
☐ Rider can correctly attach breakaway to saddle horn.
☐ Rider is familiar with rules for round pen roping

Member has exhibited the skills in Step Two.
______________________________________ _______________________________________
date signature

((Upon completing Step Two, rider may compete in Round Pen roping only)) remove

The first two steps are good preparation for competition in Round Pen Roping.

Western Heritage Progress Checklist

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STEP THREE

- Rider is able to recognize arena hazards
- Horse will enter the box in a controlled manner
- Horse will stand in box and be under control at all times
- Horse must stand in box on a loose rein
- Rider must take slack out of reins before exiting box
- Rider must handle reins and rope simultaneously with proficiency
- Rider is familiar with rules for arena breakaway roping

Member has exhibited the skills in Step Three.

_______________________________________

[Signature]

date

The first three steps are good preparation for Round Pen Roping and Arena Breakaway Roping.

STEP FOUR

- Saddle is a proper weight roping saddle
- All tack is solid with no signs of fraying or wear
- Tack includes breast strap, rear cinch, and rubber wrapped horn.
- Riders must explain how to deal with various danger situations
  - Rope under tail
  - Catching leg of horse
  - Other team roper in trouble
  - Rope goes around rider or horse
  - Illegal catches (rope around leg or belly)
- Rider must demonstrate "thumbs up" dally without looking down at horn while rope is being rapidly pulled away by person on foot.
- (Header) Horse and rider must be able to pull steer in a controlled fashion
- (Heeler) Horse and rider must be able to heel and stop steer in a controlled fashion

Member has exhibited the skills in Step Four.

_______________________________________

[Signature]

date

(Upon completing Step Four, rider may compete in Round Pen roping, Arena Breakaway roping, and Team Roping).

These four steps are a good preparation for Round Pen Roping, Arena Breakaway Roping and Team Roping.