



CALGARY STAMPEDE 4-H RODEO COMPETITION RULES

Revised August 2022

GENERAL RULES

- The Calgary Stampede 4-H Rodeo Committee reserves the right to interpret or amend the rules as necessary to ensure fairness in the competition.
- Contestants must be a registered 4-H member in the club year that the event is hosted and must be in good standing with their club as of the registration deadline. The age categories for contestants are determined by their age as of midnight December 31st of the calendar year preceding the event. A junior is 9 to 11 years of age, an intermediate is 12 to 14, and a senior is 15 to 20. Note: this is the same age category the member has competed in all year.
- All competitors must have their leader's signature on the entry form indicating that they have basic horsemanship Level 2. Members from non-equine clubs will need to go through an assessment (on site at Calgary) before competing.
- In order to compete in the events and earn prizes, contestants must participate in the clinics portion of the event.
- Proper western attire (long sleeved western shirt, jeans, cowboy hat or helmet and western riding boots) must be worn at all times in the Nutrien Western Event Centre, including rodeo arena, warm up areas, hitching ring, seating areas and clinic locations.
- All Contestants must wear a CSA approved equestrian helmet.
- "Runner" style boots without heels are not acceptable.
- Proper western tack including saddle and either a headstall with bit or a rawhide bosal must be used at all times.
- All contestants are issued back numbers and these numbers must be worn during competition.
- Contestants will be disqualified for being improperly attired, without their back numbers, or on a horse without proper tack.
- Any breach of the Code of Conduct will result in expulsion from the rodeo and forfeiture of fees and prizes.
- The judges in their sole discretion may disqualify any horse from an event if it is deemed to be unruly and likely to be unsafe.
- The official Stampede veterinarian will, at his sole discretion, disqualify any horse, and order any animal removed from competition, that is obviously sore, lame, distressed or injured in any way.
- A contestant whose horse is disqualified will not have any entry fees refunded. The contestant may compete on an eligible substitute horse. Draw order is not to be compromised; however, the Arena Director may at their discretion change the draw order in the case of a required horse substitution.

- The decisions of the veterinarian and judges are final. Concerns about contestant or horse eligibility or requests for clarification of the Rodeo Rules may be expressed to the Committee Chair via the show office; a final and binding ruling will be adjudicated by the rodeo rules officials and presented back to the contestant.
- Only contestants competing in an event, judges and other rodeo officials are allowed to be in the arena or hitching ring, except as permitted by a rodeo official.
- In the Cow Riding, each contestant is allowed only one helper on the arena side of the chute. If the contestant is less than 16 years of age, a parent or guardian must be at the chute with the contestant.
- If a contestant, their parent, or their guardian withdraws a contestant from an event, the withdrawal is final and will not be reversed.
- All start, caution and disqualification lines will be clearly marked in the arena. Start lines will be a minimum of 15' from the arena fencing.
- Contestants must compete in draw order for all timed events. Competing out of order or not being ready to go when called will result in disqualification. Requests for change in order must be made to the committee chair via the show office 15 minutes prior to the start of the timed event requiring the change.
- In Barrels and Poles horses are eligible to run only once per member age category. A horse may be run in more than one age category per event.
- Whips, bats or quirts, not to exceed 30" in length, may be used in moderation behind the cinch.
- In the event a re-run is awarded to a contestant, any preceding penalties will not be carried forward.
- For the events using an electric eye for timing: in the event of an electric eye timer malfunction, the backup recorded manual time recorded will be used. In the event more than half of the event times experience an electric eye timer failure, all back up manual times will be used to award prizes and points.

BARREL RACING

- Either the left or right barrel may be taken first. If the left barrel is taken first, the cloverleaf pattern will be a left turn followed by two right turns. If the right barrel is taken first, the cloverleaf pattern will be a right turn followed by two left turns. The cloverleaf pattern will be broken if turns other than those three are made, or if the contestant re-crosses the start line before completing the run. Breaking pattern or re-crossing start line prior to completing pattern will result in disqualification.
- The nose of the horse crossing the start line will be timed to start and finish the race. The contestant must not cross the start line until the judge has raised his flag indicating that the run may begin. Contestants must start within 10 seconds of the judge raising his flag.
- Contestants will not be allowed to have a running start from the alleyway.
- Contestants will be assessed a five second penalty for each barrel that they knock over. Contestants may touch the barrel with their hand to prevent it from being knocked over.
- Contestants will be disqualified for:

- Using a horse that has already been run in this event by a contestant in the same member age category
- Breaking the cloverleaf pattern
- Excessive use of whip or using whip ahead of front cinch
- Fall of horse or rider
- Starting from the alleyway, or starting before the judge has raised his flag
- Failing to start the run within 10 seconds of the judge raising his flag
- Breaking the cloverleaf pattern or re-crossing the start line prior to completion of pattern.

POLE BENDING

- There will be one set of poles in the arena. The poles will be set 21 feet apart with the start/finish line 21 feet from the pole closest to the entry gate. The contestant must not start until the judge has raised their flag indicating that the timers are ready. Contestants must start within 10 seconds of their judge raising their flag. Time will start and stop when the horse's nose crosses the start line.
- The contestant will start on the right side of the poles, race to the furthest pole and make a left hand turn around it. The contestant will weave through the poles, making alternating right and left turns, turn around the end pole and weave back to the furthest pole making alternating turns and then turn around the furthest pole and race straight to the finish line. The pattern will be broken if alternating turns are not made, or the start/finish line is crossed before the run is completed. If a horse's shoulder goes past a pole on the wrong side, an alternating turn will not have been made and the pattern will have been broken. If a horse's shoulder goes past a pole on the wrong side or completes an alternating turn while on the straight away, a no time will be rewarded.
- Contestants will be assessed a five second penalty for each pole that they knock over. Contestants may touch a pole with their hand to prevent it from being knocked over.
- Contestants will be disqualified for:
 - Using a horse that has already been run in this event by a contestant in the same member age category
 - Breaking the pattern
 - Excessive use of whip or using whip ahead of front cinch
 - Fall of horse or rider
 - Starting before the judge has raised their start flag
 - Failing to start within 10 seconds of their judge raising their start flag
 - Starts the run from the alley way before the gate is fully closed.

BREAKAWAY ROPING

- Contestant must have horse backed into the right hand box before calling for the calf. 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.

- No barrier will be used. The barrier judge will flag the start of time when the calf's hip clears the chute.
- The contestant shall not start until the barrier judge has raised their flag.
- The contestant shall not throw the rope until the calf has cleared the chute and the horse has cleared the box. Roping early will result in disqualification.
- There will be a 30 second time limit for the calf to be roped and the rope to breakaway. A whistle will be blown at the end of 30 seconds to signal the end of time and a no time will be recorded. The contestant must stop when the whistle is blown.
- Each contestant shall carry only one rope and use only one loop. Ropes must be a minimum of 25 feet long and have a red surveyor's ribbon tied to the end of the rope. The Committee shall supply string and see that the ropes are tied to the saddle horn with the supplied string at a minimum length of 25 feet. The rope must be attached in a satisfactory manner so that it breaks away when the calf is caught.
- Any catch is a legal catch if the rope goes over the calf's head after being released from the roper's hand. The string must break away before the horse crosses the caution line. The calf must not be trapped or cornered when roped. No time will be recorded if the calf crosses the caution line and then turns back and again crosses the caution line before being roped. The calf must not be chased after it has crossed the caution line.
- Time will be flagged when the string breaks away. The contestant will receive no time if the rope is broken away from the horn by hand. If the rope accidentally dallies around the horn, the contestant may ride forward, un-dally the rope, and then stop the horse to make the rope break away.
- Re-runs will be awarded if the calf escapes from the arena before crossing the caution line or the calf is released before being called for and the contestant immediately pulls up and declares himself.
- The re-run will be on the next calf in the chute
- If there are insufficient qualified times recorded to 3 places - a rope-off will decide the remaining placings.

****Junior Roping****

- Junior Roping is run under the same rules as Breakaway Roping with the exception of what constitutes a qualified run.
- The contestant will ride out of the box up to a stationary calf like roping dummy, rope the dummy, pull the slack and pitch the rope in to the air. The judge will flag end of run when contestant hand is raised up in the air (similar to goat tying and calf roping rules) and rope has been released from hand.
- A stationary roping dummy will be placed approximately 40 ft. in front of the chute
- There will be a 20 second time limit for the calf dummy to be roped and for the contestant to pitch the rope declaring run is over. A whistle will be blown at the end

of 20 seconds to signal the end of time and a no time will be recorded. The contestant must stop when the whistle is blown.

- The contestant only receives one loop in attempt to catch the roping dummy.
- Time will be flagged by field judge once contestant has pitched the rope, raising hand above shoulder declaring the run to be over.
- If there are fewer than three (3) qualified times recorded - a rope-off will decide the remaining placings.

****Jr and Intermediate Rope-Off Rules****

- On foot, the contestant to start off standing in the calf roping box, just behind the front edge of the calf chute.
- Once ready to begin their run, the contestant must ensure the judge at the chute has their flag in the air signaling they are ready to start, they must nod their head, walk or run towards the dummy, roping it once they are in position.
- Once the contestant has successfully roped the dummy, they must then pull their slack and put their hands up in the air to signal to the judge the run is complete; the judge will flag the finish and time will stop.
- If the contestant misses, they can recoil their rope and try again as many times as they need to before either successfully roping the dummy or until their time runs out.
- Each contestant will have 20 seconds to complete their run.
- A legal head catch is required for the run to be successful. If the dummy has a breakaway head (no horns) the rope must be around the neck of the dummy, the ears and nose must be fully encompassed by the rope. If there are horns, a legal horned catch is required; a full head, or both horns no nose, or a nose and a horn.
- One judge is needed, the judge will stand at the front outside corner of the heading box with a stopwatch; they will ensure the contestant is standing behind the start line (the front edge of the roping chutes). They will flag the start of the run when the contestant nods their head and crosses the front barrier line of the chute. The judge will flag the end of the run and time will stop once the contestant raises their roping hand after the dummy has been successfully roped.
- The back end of the calf dummy is to be placed approximately ~12 ft. directly in front of the calf chute facing the far end of the arena.

****Senior Rope-Off Rules****

- On foot, the contestant to start off standing in the calf roping box, just behind the front edge of the calf chute.
- Once ready to begin their run, the contestant must ensure the judge at the chute has their flag in the air signaling they are ready to start, then they must nod their head, walk or run towards the dummy, roping it once they are in position.
- Once they have successfully roped the dummy, they will proceed by taking the rope off the dummy, re-coiling, and proceeding to the next dummy which will be placed

~7 ft to the left of the head of the first dummy, facing the wall of the arena. (The dummies are set up in a L shape)

- If the contestant misses, they can recoil their rope and try again as many times as they need to before either successfully roping the dummy or until their time runs out.
- Once the contestant has successfully roped the second dummy, they must then pull their slack and put their hands up in the air to signal to the judge the run is complete; the judge will then stop the time.
- Each contestant will have 30 seconds to complete their run.
- A legal head catch is required for the run to be successful. If the dummy has a breakaway head (no horns) the rope must be around the neck of the dummy, the ears and nose must be fully encompassed by the rope. If there are horns, a legal horned catch is required; a full head, or both horns no nose, or a nose and a horn.

STEER DAUBING

- 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.
- A hazer will be provided for each run by the rodeo committee. Hazers will not assist the contestant in any manner other than keeping the steer running straight ahead. No re-run will be provided because of a hazer's mistake.
- No barrier will be used. The barrier judge will flag the start of time when the steer's hip clears the chute. The contestant shall not start until the barrier judge has raised their flag. The contestant shall not daub the steer until the steer has cleared the chute and the horse has cleared the box. Daubing early will result in disqualification.
- Time will be flagged by the field judge when the contestant has daubed the steer and raised their arm and the daubing stick straight up in the air to call for time.
- There will be a 30 second time limit for the steer to be daubed. A whistle will be blown at the end of 30 seconds or when the steer crosses the caution line, whichever happens first. No time will be recorded if the steer is daubed after the whistle is blown. The contestant must pull up immediately when the whistle is blown.
- The committee will supply all daubing equipment.
- The contestant will be given a no time if they lose contact with the daubing stick prior to the judge flagging their time. Intentionally throwing the daubing stick at the steer will be deemed to be unsportsmanlike conduct resulting in expulsion from the rodeo and forfeiture of fees and prizes.
- Re-runs will be awarded if:
 - The steer escapes from the arena before the caution line is crossed
 - The steer is released before being called for and the contestant immediately pulls up and declares himself/herself.
 - The re-run will be on the next steer in the chute.
- If there are insufficient qualified times recorded to 3 places - a daub-off will decide the remaining placings.

****Daub Off****

- A steer like dummy will be placed approximately 40' in front of the chute, the contestant will be required to back in to the left hand chute, ride out of the chute up beside the dummy, daub the dummy within the target zone. The fastest qualified daub will win.
- Contestant must have horse backed into the back of the left hand box before they can begin their run. 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.
- No barrier will be used. The barrier judge will flag the start of time when the horse's nose crosses the front line of the chute. The contestant shall not start until the barrier judge has raised their flag. The contestant shall not daub the steer like dummy before the horse has cleared the box. Daubing early will result in disqualification.
- Contestant must daub within the specified target zone. Any daubs going beyond the target outline will result in a disqualified time. Judge has final say on whether daub is qualified.
- Time will be flagged by the field judge when the contestant has daubed the steer dummy and raised their arm and the daubing stick straight up in the air to call for time.
- There will be a 15 second time limit for the steer dummy to be daubed. A whistle will be blown at the end of 15 seconds. No time will be recorded if the steer dummy is daubed after the whistle is blown.
- The committee will supply all daubing equipment.
- The contestant will be given a no time if they lose contact with the daubing stick prior to the judge flagging their time. Intentionally throwing the daubing stick at the steer dummy will be deemed to be unsportsmanlike conduct resulting in expulsion from the rodeo and forfeiture of fees and prizes.

COW RIDING

- Contestants are responsible to supply a flak jacket, helmet, mouth guard, rope and bell. The flak jacket, helmet and mouth guard **MUST** be worn or the chute gate will not be opened.
- A parent or guardian must be present behind the chutes during the clinic and competition.
- Only one helper will be allowed on the arena side of the chute and both the contestant and the helper must leave the arena immediately after the ride.
- Stock will be chute run. Contestants will take stock in the chutes in the order that their names appear on the judges' cards and program, i.e.; first name shown is in chute one, etc.; as directed by the Chute boss.
- All stock must be flanked.

- Contestants may use a rope with or without a handhold, but there shall not be any knots or hitches that prevent the rope from falling off when the rider releases their hand. There must be a bell on the rope.
- Time will be flagged when the animal's inside shoulder passes the plane of the chute.
- Rider may use one hand or two on the rope. If the ride is started with one hand they must finish with one hand and the free hand rule applies. If the rider starts with two hands, he may switch to one hand during the ride, but then rides under the one hand rule. A qualified ride is SIX seconds. If any part of the rope is in the rider's hand at six seconds and the rider has not been otherwise disqualified, he will be marked. The judge's watch shall be the official time used to determine a qualified ride.
- Contestants will be disqualified for:
 - Being bucked off before the whistle
 - Touching animal, equipment, or person with free hand
 - Touching the animal with head
 - Using sharp spurs
 - Placing spurs or chaps under the rope when the rope is being pulled.

GOAT TYING

- Goats will be tethered to a stake with a ten foot long rope approximately $\frac{3}{4}$ of the way down the arena. The stake must be a minimum of 25' from the arena fence.
- The goats must be collared.
- Time will start when the horse's nose crosses the start line. The contestant must not start until the field judge has raised their flag indicating that the timers are ready. Contestants must start within 10 seconds of the field judge raising their flag.
- The goat is to be held at the end of the rope away from the start line until the flag is raised.
- The contestant will ride down the arena, dismount, and then throw and tie the goat. The goat must be standing before it is thrown down. A goat that is down must be picked up so that at least three of its feet are dangling straight down before it is thrown. Use of excessive force throwing down the goat will result in disqualification in the event and possible expulsion from the rodeo.
- Three legs of the goat must be crossed and then tied with a leather thong, a pigging string or a rope – a cross-bone tie. A legal tie is one or more wraps and then a half hitch, hooley or a knot.
- There will be a 30 second time limit for the contestant to reach and throw the goat, and complete the tie. A whistle will be blown at the end of 30 seconds to signal the end of time and a no time will be recorded. The contestant must stop any further attempt to complete the run when the whistle is blown.
- Time stops when the contestant's arms are outstretched at or above shoulder level. After calling for time, the contestant must not touch the goat or tie string and must immediately move back 10 feet from the goat. Once the contestant is 10 feet away from the goat, the field judge will start the three second clock. Goat must remain tied for three seconds for a qualified run to be recorded.

- If the contestant gets the rope that is holding the goat wrapped around their leg, they may ask the field judge for permission to remove it. After getting permission, removing the tangled rope and backing away 10 feet, the three second clock will start.
- Contestants will not be allowed to untie the goat they competed on.
- A 10 second penalty will be added if the rope or the goat is touched by the contestant's horse. If the goat should break away because of the fault of the horse, the contestant will be disqualified.
- Contestants will be disqualified for:
 - Starting before the field judge has raised their flag
 - Failing to start within 10 seconds of the field judge raising their flag
 - Excessive force when handling the goat,
 - Competing out of order or not being ready to go in order when called
 - Exceeding the 30 second time limit to complete a qualified run.
 - Failing to back away 10' from the tied goat.
 - A rerun will be awarded if the goat breaks away from the rope holding it prior to the contestant touching the goat.

GOAT TAIL UNTYING

- Goat tail untying is run under the same rules as goat tying with the exception of what constitutes a qualified run.
- The contestant must be mounted on a horse and make a run from behind the start line to goat, dismount, and remove the ribbon tied to the goat's tail. Timing will start when the mounted contestant crosses the start line and will end when they signal the completion of the removal of the ribbon by outstretching the arm with the ribbon well into the air, so clearly visible (shoulder height or above). The field flagger will then drop their flag.

LIVESTOCK

- The 4-H rodeo committee will contract at their sole and unfettered discretion appropriate stock and contractors to supply calves, steers, goats and cow riding cattle as appropriate to this event.
- Sufficient numbers will be contracted for clinics and competition to ensure animal code of care practices as determined by the Calgary Stampede are met.
- Goats will be of uniform weight and size as approved by the competition committee.
- Goats may be tied a maximum of three (3) times in succession per set and a maximum of 3 sets per event.
- Calves will be of uniform weight, size and appropriate speed as approved by the competition committee.
- For cow riding only polled cattle, preferably heifers will be used.