Addendum
New Mexico 4-H Rodeo Rule Book
Changes for the 2011 New Mexico 4-H Rodeo Season
(Note: Instructions or existing text in black. Text changes or new text in red.)

Changes on page 4:
Continuation of GENERAL RULES FOR CONTESTANTS:
Below rule 15:
16. 4-H Rodeo Sanction forms must be into the Rodeo Board Executive Secretary by March 15 of the current year. These forms must be complete. Forms that are not complete will be returned to the applicant until it is complete.

17. The first rodeo can be no sooner than the first week of May and no later than the last weekend in July. This is to allow time for the Executive Secretary to get all books audited, and packets sent to qualified finals contestants.

18. Finals applications must be received by the first sanctioned rodeo. The finals applications will be voted on at the first sanctioned rodeo. (It is suggested that before a local board applies for the finals, that they have held at least two regular season rodeos.)

Changes on page 9:
Under EVENT, under Placing Points, –

The 10-point system will be used regardless of the number of contestants.

A contestant may carry points from 10 rodeos to the finals.

Contestants must declare which 10 rodeos they are using for finals points when they enter the rodeo. They MAY NOT change the rodeos once they have entered them. Contestants can enter and compete in all the 4-H Rodeos but only the 10 they declare will count toward the finals.

Contestant must attend a minimum of three
rodeos to enter the finals and must have earned at least one point in an event and age group to be eligible in that event for State Finals. There will be no call-ups. In case of a tie for last position, all contestants tied will be eligible to attend. There will be two full go-rounds at State Finals.

etc.

Changes on page 11:
6. There must be three (3) qualified contestants in any event before year-end prizes will be awarded for that event.
Replaced with...
6. At least three (3) contestants must be qualified in an event and at least three (3) must compete in the 4-H Rodeo finals in order for Year End Prizes to be awarded. If less than three (3) are either qualified in or compete in the 4-H Rodeo finals, then a year end buckle will be awarded.

Changes on page 35:
For BREAKAWAY ROPING EVENT RULES:
8. If rope happens to dally around the horn, or if rope is broken free from horn by contestant, or will not break free when calf hits end of rope, the contestant will receive no time. In Novice age group, if rope drops over horn, contestant may ride forward and undally the rope and let the CALF break the string. (This rule was voted in as a safety issue at the January 2006 meeting.)
Replaced with...
8. If rope happens to dally around the horn, or if rope is broken free from horn by contestant, or will not break free when calf hits end of rope, the contestant will receive no time. If rope drops over horn, contestant may ride forward and undally the rope, stop the horse and let the CALF break the string. This will apply to all age groups, not just novice. (This is a change from novice to all age groups.)

Changes on page 36:
For CALF TOUCHING EVENT RULES:
2. Contestant must rope calf, dismount, go down rope, and touch calf.
Replaced with...
2. The contestant must rope the calf, dismount, go down the rope, and touch the calf with either
left or right hand. The opposite hand must also have hold of catch rope at the same time that the contestant touches the calf. If not, the contestant will receive no flag until such is done.

Changes on page 37:
For RIBBON ROPING EVENT RULES:
10. If calf does not have ribbon when the roper gets hands on the calf, the roper will get a rerun on the same calf.
Replaced with...
10. If there is no ribbon, for whatever reason, when the contestant gets to the calf, contestant must declare him/herself. Contestant will then get the same calf back.

Changes on pages 40-41:
For DALLY TEAM ROPING EVENT RULES
GENERAL RULES:
1. Team ropers may enter two times. Twice as a heeler, twice as a header or they may choose to enter once as a header and once as a heeler. Each run will count as one event and points and money will be awarded for each run.
Replaced with...
1. Team Roping is two events: Heading and Heeling. A roper may rope once for heading and once for heeling. Points will be given in heading and in heeling. Each run will count as one event and points and money will be awarded for each run. A team may change ends and stay together.

If a roper enters twice as a header or as a heeler, he or she must change partners. A team may change ends and stay together.

Points
The maximum number of points available for a single run is 10 points. The same is true for team roping. If a roper enters twice as a header or twice as a heeler, there would be a potential 10 points available for each run with a potential of 19 (see below) points available to that roper in the team roping. Remember, each run is counting as one event and will carry the same potential for points and money as any other event.
Examples:

**Roper 1 enters as follows:**
- Ribbon Roping - 10 points
- Tie Down - 10 points
- Header - 10 points
- Header - 10 points (must change partners)

Total available points = 39

**Roper 2 enters as follows:**
- Breakaway Roping - 10 points
- Tie Down - 10 points
- Heeler - 10 points
- Heeler - 10 points (must change partners)

Total available points = 39

**Roper 3 enters as follows:**
- Tie Down - 10 points
- Ribbon roping - 10 points
- Header - 10 points
- Heeler - 10 points (team goes up and back)

Total available points = 39

**Note:** if a roper enters two times in the team roping, they are giving up one point because the most that they can win is first and second so the maximum points that any one team roper could win by entering two times is really 19 points.

Changes on page 59:

For GOAT TYING EVENT RULES:

EVENT RULES:

11. The timing of the tie will begin when the contestant stands clear of the goat. If the contestant gets rope that is holding goat wrapped around the contestant's leg, they may ask the judge for permission to remove the rope. After getting permission from the judge, the contestant may remove rope and a 6-second time will start.