

*State Fair of Texas®
September 25-October 18*

**STATE FAIR OF TEXAS
4X4 CHUTE OUT
4-H, 4 STATES, 4 EVENTS
OCTOBER 7, 2015**

SUPERINTENDENT
Dennis Sigler

Entry Deadline	September 1
Earliest Arrival	October 6 8:00 AM
Must Be In Place	October 7 8:00 AM
Show Start Time	October 7 9:00 AM
Must Be Out By	October 8 10:00 AM

SPECIAL RULES

- RULES/REGULATIONS:** Entries made in this department shall be subject to and each exhibitor agrees to abide by the General Rules and Regulations as published in this premium list. Please note the health requirements and DRESS CODE information in the general rules.
- NO STALLIONS ALLOWED**
- STALLS:** Stall fee of \$25 per stall for the event. Shavings will be available at the show office. **Health papers and EIA (Coggins) test will be checked upon entry of the fair grounds.** Please see general rules for more information.
- RV HOOKUPS:** Electric hookups only. \$75 flat fee.
- SHOW ENTRY:** Entry is by invitation only. Entry fee is \$80 per event. Payment must be sent with entry form by September 1, 2015. ALL EXHIBITORS MUST COMPLETE A W-9 AND LIABILITY FORM.
 - QUALIFICATIONS:** To be eligible to enter this event you must be a resident and an active 4-H member, in good standings, in Texas, Oklahoma, Louisiana, or Arkansas. An invitation will be extended to the top ten participants, from each speed event (listed below), in each state. It is up to the state to identify and qualify their team members. All entry forms must be returned to the state fair by September 1, 2015.
 - LIMITATION:** Any invited contestant may enter as many events as they wish. However you can only enter each event once.
- PAYOUT:** The State Fair of Texas will add \$5000 to the 4x4 Chute Out as added money. \$50.00 of each entry fee will be put into the jackpot. \$250 will be awarded to the contestant with the fastest time in the first go of the barrels, poles, breakaway and team roping class. The top ten of each class in the long go will compete for \$1000 plus jackpot monies and awards in a short go.
 - Placings will be based on the total time in both the long go and short go.
 - Monies will be paid to the top five placing contestants: 1st – 30%; 2nd – 25%; 3rd – 20%; 4th – 15%; 5th – 10%.
- AWARDS:** An All-Around and Reserve All-Around will be awarded. All-Around Saddles will be awarded to both the high point girl and the high point boy of the combined classes. Reserve All-Around awards will be awarded to the second highest placing girl and boy. **To be eligible for the All-Around/Reserve All-Around Titles the contestant must enter 3 of the classes.** The All-Around/Reserve All-Around Title will be based on the cumulative times from the long and short go.
 - Each class winner will receive a buckle and a pair of Anderson Bean boots. Other prizes will be awarded through 5th place in each class.
 - The State with the most points accumulated by contestants will receive an award. The state award will be given based on a ten point scale, with 1st place being ten points and each place below being worth less accordingly.
- 4-H MEMBER STATUS:** All Participants must be active 4-H members and between the ages of 9 and 18 as of August 31, 2014.

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9. OWNERS/RIDERS: Ownership of horses is required. Validation of Ownership shall be handled per contestant's state requirements. A contestant may compete on two horses only.

10. GENDER: Boy or Girl Contestants may enter any event.

11. BARREL RACING RULES:

- a. Failure to follow the clover leaf pattern, in forward motion, shall result in a no time. The participant may turn one left followed by two right hand turns or one right followed by two left hand turns.
- b. Knocking over a barrel shall result in a 5 second penalty.
- c. An electric eye timer will be used for official time.
- d. In the result of a tie, a runoff must be run to determine the placing.
- e. The exhibitor is allowed a running start. Timing begins when the nose of the horse reaches the timer line and stops when the horse reaches the finish line.
- f. An exhibitor touching the barrel with hand, foot or body is not a disqualification.

12. POLE BENDING RULES:

- a. The pole bending pattern is to be run around six poles. The poles will be 21 feet apart and 21 feet from the timer.
- b. A horse may start at either the left or the right side of the first pole then run the remainder of the pattern accordingly.
- c. Failure to follow the pattern in a forward motion shall result in a disqualification.
- d. Knocking over a pole will result in a 5 second penalty per pole.
- e. An electric eye timer will be used for official time.
- f. In the result of a tie, a runoff must be run to determine the placing.
- g. The exhibitor is allowed a running start. Timing begins when the nose of the horse reaches the timer line and stops when the horse reaches the finish line.
- h. Touching a pole with hand, leg or body does not result in a disqualification.

13. ROPING DIVISION GENERAL RULES:

- a. All roping events will be timed and all runs must be completed in under 30 seconds.
- b. One official will be designated as barrier judge and one official as flagman.
- c. All exhibitors must start behind the barrier. Breaking the barrier will result in a 10-second penalty added to the contestant's time. Length of score will be determined by arena conditions.
- d. Any unruly horse or horse considered unsafe to either the contestant or the arena help may be dismissed from the competition. Horses are expected to be able to enter the box and wait for the barrier to be set. Decisions on such matters are made by management and are not subject to protest.
- e. All claims of "foul" by barrier or gateman must be declared prior to contesting the cattle.
- f. All the decisions of the officials are final and not subject to protest.
- g. Final placings are determined by cumulative times.

14. BREAK AWAY ROPING:

- a. Only one loop is allowed.
- b. A regular rope is tied to the saddle horn or swell with a breakable string. Time starts at the signal of the barrier flag and stops when the flagman signals that the rope breaks away from the saddle as a result of a legal catch.
- c. The only legal catch is a clean bell collar loop that causes the string to break away from the saddle horn. A bell collar catch is defined as the looping passing over the head of the calf, ahead of the tail and no feet or legs in the loop.
- d. Judges will rule whether a catch is legal and whether the rope breaks away as a result of a legal catch, or as a result of the horse or calf stepping on the rope or similar occurrence. The exhibitor will be given a no time when something other than a legal catch causes the rope to break away.
- e. A piece of cloth should be attached to the tail of the rope to signal when the rope breaks.

15. TEAM ROPING:

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- a. This will be a timed event. Time starts with the release of the barrier and ends when the ropes are tight and the horses have faced each other.
 - b. Legal head catches are both horns, half-head, and around the neck. A 5 second penalty will be assessed for roping only one hind foot. Illegal catches will be scored a no time. Illegal catches include a figure 8 head catch, hondo on one horn, and one or both front feet in the head or heel loop.
 - c. The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the initial switch will be considered a crossfire and a no time will be recorded. However if the steer stops or sets up before the switch it must only be moving forward for the heel loop to be legal.
 - d. Contestants have the option of dallying or tying on their ropes.
 - e. A maximum of two loops is allowed for each team. The run must be completed in 30 seconds. Failure to complete requirements for the time within this limit will result in a no time.
 - f. A 4-H'er enters as an individual and may enter only once. The partner can be any 4-H'er who also is entered in the Team roping. A 4-H'er may help as many times as desired. Points will be awarded only to the person entered, not the helper. Monies will be paid only to the entered contestant.
 - g. Each roper in the class must meet eligibility requirements and also must be entered in the class.
- 16. TIES:** In case of a tie in a timed class, there will be a run-off.
- 17. SHORT GO:** Contestants will work in reverse order of the fastest time.
- 18. ANIMAL ABUSE WILL NOT BE TOLERATED:** See General Rules.
- 19. GOOD SPORTSMANSHIP IS EXPECTED AT ALL TIMES:** See General Rules.