



University of California

Agriculture and Natural Resources

4-H Youth Development Program

4-H Members Name: _____ Club: _____

DUMMY ROPING - Level 1

Explorer-The explorer level is the most basic of all levels. The youth begins to explore the boundaries of the project area, touching on many skills and knowledge areas that will be expanded later.

Date Initial

- ____ 1. Explain why roping is important and who needs to know how to do it.
- ____ 2. Describe the ways a dummy roping can be scored.
- ____ 3. Build your own loop.
- ____ 4. Demonstrate how to pull your slack.
- ____ 5. Catch 7 out of 10 loops.
- ____ 6. Drop a coil
- ____ 7. Demonstrate proper rope handling.
- ____ 8. Name the parts of a rope.
- ____ 9. Name the parts of a Dummy.

Project Leader's Signature of Completion: _____ Date: _____

4-H Program Representative Approval: _____ Date: _____

COMMENTS: _____



Head • Heart • Hands • Health



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DUMMY ROPING - Level 2

The Producer level builds and expands on the knowledge and skills learned in level 1- Explorer.

Date Initial

- ____ 1. Demonstrate how to hold the reins and rope at the same time
- ____ 2. Demonstrate how to dally correctly
- ____ 3. Rope a stationary object off a stationary higher position
- ____ 4. Explain what is the most important thing to do in a dangerous situation.
- ____ 5. Catch 8 out of 10 loops

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DUMMY ROPING - Level 3

The Consumer level takes the member beyond the immediate project, out into the community, as they explore the project area in depth.

Date Initial

- ____ 1. Know how to position your horse to follow cattle or pull dummy.
- ____ 2. Describe a situation where you would reposition.
- ____ 3. Explain how to signal when you want you run to start.
- ____ 4. Demonstrate how to rope a moving object off a moving horse

Project Leader's Signature of Completion: _____ Date: _____

4-H Program Representative Approval: _____ Date: _____

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