

Welcome to the 78th Annual Navajo County Fair & Rodeo

On behalf of the Navajo County Fair Rodeo Committee's we would like to Welcome Everyone to all of the excitement of the Fair & Rodeo's. The Navajo County Rodeo was again voted "2008 Rodeo of the Year" and was named the largest GCPRA Rodeo in Arizona and New Mexico. This year at the rodeo along with all of the explosions and excitement we will have some of the best rodeo stock from W/A Rodeos owner Buster Webb & D & D Buck-N-Bullz owner Andrew Dean, PRCA Barrel Man; Brian Potter from Alabama and PRCA Rodeo Announcer & 2008 NFR Steer Roping Announcer; Jody Carper from California and Rodeo Sound By Janet Honeycutt. Also we will have the **Only** Live Action Video Scoreboard with Slow Motion and Instant Replay from 4 Camera angles in Northern Arizona! This Scoreboard is capable of playing 15 sec. commercials during the Rodeo, Lil Buckaroo Rodeo and Ranch Rodeo. Get your chance to have your company's Commercial played at these great events.

This year the Navajo County Rodeo will be dedicated to Corporal Chris Mason with the 82nd Airborne 1/505th Company A unit, who was killed in action at FOB Summerall - Siniyah, Iraq. Chris Mason was a professional PRCA Cowboy & Bullfighter who left his professional sports career, and his position as a Alabama Department of Public Safety Third-Party CDL Examiner at Bishop State Community College, and enlisted in the US Army to defend our great nation, and to bring freedom to a people he never knew.

Enjoy the Fair & Rodeo and be sure to have fun and make sure to drink responsibly!

We have put together a guide to help explain the events and some of terminology you will see and hear at the rodeo.

Welcome to the beginners guide to rodeo!

I hope you will enjoy this introduction to the original extreme sport of rodeo. Here you will be able to acquaint yourself with the basic information to understand and enjoy the fascinating world of professional rodeo. Like other sports, rodeo has its own slang and terminology.

This year the rodeo is Sanctioned and Co-Sanctioned by the following Associations: Which means any Rodeo Cowboy or Cowgirl who is an active and/or current card holder of any of the following rodeo associations can enter this rodeo.

GCPRA – Grand Canyon Professional Rodeo Association, **CRA** – Colorado Rodeo Association, **NMRA** – New Mexico Rodeo Association, **AIRCA** – All Indian Rodeo Cowboys Association, **PAFRA** – Professional Armed Forces Rodeo Association and **Open** – Open to any Rodeo Cowboy or Cowgirl who lives within a 100 mile radius of Holbrook.

Rodeo comes from the Spanish word, "*rodear*," which means to encircle or to surround. To the Spanish in New Spain (now Mexico) in the mid-sixteenth century, a rodeo was simply a cattle roundup. It is probably inevitable that a competitive and flashy culmination to these roundups would evolve: After all, it was a chance for cowhands to show off their skills breaking an especially wild bronco or flaunt their flair as a roper. But it wasn't until the mid-eighteen hundreds that these contests really got organized into full-fledged celebrations.

Rodeo Cowboy or Cowgirl is a person who earns money competing in rodeo events. As differentiated from a regular **cowboy** who earns money from raising livestock, although many rodeo cowboys do both.

Rodeo Cowboy is a generalized term for all rodeo competitors. It can be broken down into more specific names among rodeo folk, such as bull rider, roper, barrel racer, etc.

Although rodeo is mainly thought of as a distinctly American phenomenon, rodeo does enjoy success in other countries of the world. Countries with a significant ranching and livestock culture also developed or borrowed from the United States rodeo example. Countries like Canada, Mexico, Brazil, Argentina, and Australia host high quality rodeos with their own national style and flair. Modern rodeos take place in a fenced, dirt surfaced area known as an arena. Arenas can be either indoor or outdoor. Remarkably there are no standard sizes for arenas, but all of them contain bucking chutes, and roping chutes (usually at opposite ends of the arena).

Prizes and Awards, Prize money for rodeos are made up of entry fees (paid by the cowboys), and added money. While the money is what keeps the cowboys and cowgirls heading down the trail, nothing is more prized than winning a rodeo belt buckle, the most recognized trophy of the rodeo world. Larger rodeos may also give out a multitude of awards including hand-tooled saddles, horse trailers, and even vehicles.

Professional Rodeo Action consists of two types of competitions — Roughstock Events and Timed Events

In the **Roughstock** events **Bareback Riding, Saddle Bronc Riding and Bull Riding** a contestant's score is equally dependent upon his performance and the animal's performance. To **earn** a qualified score, the cowboy, while using only one hand, must stay aboard a bucking horse or bull for eight seconds. If the rider touches the animal, himself or any of his equipment with his free hand, he is disqualified.

In **Saddle Bronc** and **Bareback Riding**, a cowboy must "mark out" his horse; that is, he must exit the chute with his spurs set above the horse's shoulders and hold them there until the horse's front feet hit the ground after the initial jump out of the chute. Failing to do so results in disqualification.

During the regular season, two judges each score a cowboy's qualified ride by awarding 0 to 25 points for the rider's performance and 0 to 25 points for the animal's effort. The judges' scores are then combined to determine the contestant's score. A perfect score is 100 points.

Roughstock Events:

Bareback Bronc Riding — The event is judged according to the performances of both the rider and the bucking horse. It is a single-handhold, eight-second ride which starts with the cowboy's feet held in a position over the break of the horse's shoulders until the horse's front feet touch the ground first jump out of the chute. The rider earns points maintaining upper body control while moving

his feet in a toes-turned-out rhythmic motion in time with the horse's bucking action.

Most cowboys agree that bareback riding is the most physically demanding event in rodeo, taking an immense toll on the cowboy's body. Muscles are stretched to the limit, joints are pulled and pounded mercilessly, and ligaments are strained and frequently rearranged. The strength of bareback broncs is exceptional, and challenging them is often costly. Bareback riders endure more abuse, suffer more injuries and carry away more long-term damage than all other rodeo cowboys. To stay aboard the horse, a bareback rider uses a rigging made of leather and constructed to meet safety specifications. The rigging, which resembles a suitcase handle on a strap, is placed atop the horse's withers and secured with a cinch. A bareback rider is judged on his spurring technique, the degree to which his toes remain turned out while he is spurring and his willingness to take whatever might come during his ride.

Saddle Bronc Riding — Known as rodeo's classic event, saddle bronc riding is judged similarly to bareback bronc riding but there are additional possibilities to being disqualified; that is, losing a stirrup or dropping the thickly braided rein that is attached to the horse's halter. The cowboy sits on the horse differently due to the saddle and rein, and the spurring motion covers a different area of the horse. Saddle broncs are usually several hundred pounds heavier than bareback horses and generally buck in a slower manner.

This event requires strength to be sure, but the event also demands style, grace and precise timing. Saddle bronc riding evolved from the task of breaking and training horses to work the cattle ranches of the Old West. Many cowboys claim riding saddle broncs is the toughest rodeo event to master because of the technical skills necessary for success. Every move the bronc rider makes must be synchronized with the movement of the horse. The cowboy's objective is a fluid ride, somewhat in contrast to the wilder and less-controlled rides of bareback riders. The saddle bronc rider has only a thick rein attached to his horse's halter. Using one hand, the cowboy tries to stay securely seated in his saddle. If he touches any part of the horse or his own body with his free hand, he is disqualified.

Judges score the horse's bucking action, the cowboy's control of the horse and the cowboy's spurring action. While striving to keep his toes turned outward, the rider spurs from the points of the horse's shoulders to the back of the saddle. To score well, the rider must maintain that action throughout the eight-second ride. While the bucking ability of the horse is quite naturally built into the scoring system, a smooth, rhythmic ride is sure to score better than a wild, uncontrolled effort.

Bull Riding — Bull riders, who might not weigh more than 150 pounds, place a flat braided rope around a bull that weighs almost 2000 pounds. The bull rope is placed around the animal, just behind its shoulders. It is then looped and threaded through itself and the cowboy wraps it around his riding hand with only his grip holding him in place. The rider relies on balance and leg strength to make the eight-second buzzer. Look for bull riders to sit up close to their bull ropes and to turn their toes out because rides are judged on the riding style of the competitor and the bucking ability of the bull. Bull riding, which is intentionally climbing on the back of a 2,000-pound bull, emerged from the fearless and possibly fool-hardy nature of the cowboy. The risks are obvious. Serious injury is always a possibility for those fearless enough to sit astride an animal that literally weighs a ton and is usually equipped with dangerous horns. Regardless, cowboys do it, fans love it and bull riding ranks as one of rodeo's most popular

events. Bull riding is dangerous and predictably exciting, demanding intense physical prowess, supreme mental toughness and courage. Like bareback and saddle bronc riders, the bull rider may use only one hand to stay aboard during the eight-second ride. If he touches the bull or himself with his free hand, he receives no score. But unlike the other roughstock contestants, bull riders are not required to mark out their animals. While spurring a bull can add to the cowboy's score, riders are commonly judged solely on their ability to stay aboard the twisting, bucking mass of muscle. Balance, flexibility, coordination, quick reflexes and, perhaps above all, a strong mental attitude are the stuff of which good bull riders are made. Every bull is unique in its bucking habits. A bull may dart to the left, then to the right, then rear back. Some spin or continuously circle in one spot in the arena. Others add jumps or kicks to their spins, while others might jump and kick in a straight line or move side to side while bucking.

Timed Events:

Steer Wrestling — This event was originally called "bull dogging" and requires the cowboy to lean from the running horse onto the back of a 600 pound steer, catch it behind the horns, stop the steer's forward momentum and wrestle it to the ground with all four of its legs and head pointing the same direction. The bulldogger is assisted by the hazer, who rides along the steer's right to keep the animal running straight. The objective of the steer wrestler, who is also known as a "bulldogger," is to use strength and technique to wrestle a steer to the ground as quickly as possible. That sounds simple enough. Here's the catch: the steer generally weighs more than twice as much as the cowboy and, at the time the two come together, they're both often traveling at 30 miles per hour. Speed and precision, the two most important ingredients in steer wrestling, make bulldogging one of rodeo's most challenging events. The bulldogger starts on horseback in a box. A breakaway rope barrier is attached to the steer and stretched across the open end of the box. The steer gets a head start that is determined by the size of the arena. When the steer reaches the advantage point, the barrier is released and the bulldogger takes off in pursuit. If the bulldogger breaks the barrier before the steer reaches his head start, a 10-second penalty is assessed. When the cowboy reaches the steer, he slides down and off the right side of his galloping horse, hooks his right arm around the steer's right horn, grasps the left horn with his left hand and, using strength and leverage, slows the animal and wrestles it to the ground. His work isn't complete until the steer is on its side with all four feet pointing the same direction. That's still not all there is to it. To catch the sprinting steer, the cowboy uses a "hazer," who is another mounted cowboy who gallops his horse along the right side of the steer and keeps it from veering away from the bulldogger.

Team Roping — Team roping is the only rodeo event that features two contestants. The team is made up of a header and a heeler. The header ropes the horns, then dallies or wraps his rope around his saddle horn and turns the steer to the left for the other cowboy who ropes the heels. The heeler must throw a loop with precision timing to catch both of the steer's hind legs. The time clock stops once both ropers have made a catch and brought the animals to a stop, facing each other. Team roping, the only true team event in Rodeo, requires close cooperation and timing between two highly skilled ropers — a header and a heeler — and their horses. The event originated on ranches when cowboys needed to treat or brand large steers and the task proved too difficult for one man. Similar to tie-down ropers and steer wrestlers, team ropers start from the

boxes on each side of the chute from which the steer enters the arena. The steer gets a head start determined by the length of the arena. One end of a breakaway barrier is attached to the steer and stretched across the open end of the header's box. When the steer reaches his advantage point, the barrier is released, and the header takes off in pursuit, with the heeler trailing slightly further behind. The ropers are assessed a 10-second penalty if the header breaks the barrier before the steer completes his head start. Some rodeos use heeler barriers too. The header ropes first and must make one of three legal catches on the steer — around both horns, around one horn and the head or around the neck. Any other catch by the header is considered illegal and the team is disqualified. After the header makes his catch, he turns the steer to the left and exposes the steer's hind legs to the heeler. The heeler then attempts to rope both hind legs. If he catches only one foot, the team is assessed a five-second penalty. After the cowboys catch the steer, the clock is stopped when there is no slack in their ropes and their horses face one another. Another important aspect to the event is the type of horses used by the ropers. The American quarter horse is the most popular among all timed-event competitors, particularly team ropers. Heading horses generally are taller and heavier because they need the power to turn the steer after it is roped. Heeling horses are quick and agile, enabling them to better follow the steer and react to its moves.

Tie-Down Roping or Calf Roping — Tie-Down Roping is an authentic ranch skill that originated from working cowboys. Once the calf has been roped, the cowboy dismounts and runs down the length of the rope to the calf. When the calf is on the ground, the cowboy ties three legs together with a six-foot pigging string. Calves are given a head start, and if the cowboy's horse leaves the box too soon, a barrier breaks and a 10-second penalty is added to the roper's time. In all of the timed events, a fraction of a second makes the difference between winning and losing. As with saddle bronc riding and team roping, the roots of tie-down roping can be traced back to the working ranches of the Old West. When calves were sick or injured, cowboys had to rope and immobilize them quickly for veterinary treatment. Ranch hands prided themselves on the speed with which they could rope and tie calves, and they soon turned their work into informal contests. Today, the mounted cowboy starts from a box, a three-sided fenced area adjacent to the chute holding the calf. The fourth side of the box opens into the arena. The calf receives a head start that is determined by the length of the arena. One end of a breakaway rope barrier is looped around the calf's neck and stretched across the open end of the box. When the calf reaches its advantage point, the barrier is released. If the roper breaks the barrier before the calf reaches its head start, the cowboy is assessed a 10-second penalty. The horse is trained to come to a stop as soon as the cowboy throws his loop and catches the calf. The cowboy then dismounts, sprints to the calf and throws it by hand, a maneuver called flanking. If the calf is not standing when the cowboy reaches it, he must allow the calf to get back on its feet before flanking it. After the calf is flanked, the roper ties any three legs together with a pigging string — a short, looped rope he clenches in his teeth during the run. When the roper finishes tying the calf, he throws his hands in the air as a signal that the run is completed. The roper then remounts his horse, rides forward to create slack in the rope and waits six seconds to see if the calf remains tied. If the calf kicks free, the roper receives no time.

Breakaway Roping – Is a rodeo event that features a calf and one mounted cowgirl. The calves are moved through narrow pathways leading to a chute with

spring-loaded doors. A 10-foot rope is fastened around the calf's neck which is used to ensure that the calf gets a head start. On one side of the chute will be the breakaway roper who will attempt to rope the calf. The breakaway roper is behind a barrier rope fastened with an easily broken string which is fastened to the rope on the calf. When the roper is ready she calls for the calf and the chute man trips a lever opening the doors. The suddenly freed calf breaks out running. When the calf reaches the end of his rope, it pops off and simultaneously releases the barrier for the roper. The roper must throw the rope in a loop around the calf's neck. Once the rope is around the calf's neck, the roper signals the horse to stop suddenly. The rope is tied to the saddle horn with a string. When the calf hits the end of the rope, the rope is pulled tight and the string breaks. The breaking of the string marks the end of the run. The fastest run wins; if the roper misses the calf then they will receive a no time.

Barrel Racing — This event is a horse race with turns. The cowgirl's time begins as she rides her horse across the starting line in the arena. She makes a run around three upright barrels, which are in a cloverleaf pattern, and back to the starting line where the clock stops. Tipping a barrel is permitted, but if it is knocked to the ground, a five-second penalty is added to her time. Barrel racing has no judges, which means the event has no subjective points of view. Time is the determining factor. Barrel racing is graceful and simplistic — one woman, three barrels, a horse and the ever-present stopwatch. The horse is ridden as quickly as possible around a cloverleaf course of three barrels. At the end of the performance, after all of the racers have finished their runs, the clock is the one and only judge. Ride quickly and win. Hesitate and lose. Not only must the horse be swift, but it also must be intelligent enough to avoid tipping the barrels, an infraction that adds five penalty seconds to the time and kills any chance for victory. Because so many barrel racers have finely tuned their skill, the sport is timed to the hundredth of a second. When the racer enters the arena, an electronic eye starts the clock. The clock is stopped the instant the horse completes the pattern. Barrel racing at its core has changed little from the days when cowgirls raced for minimal, if any, prize money and support. And though the prizes and exposure are greater now than ever, the ultimate goal remains essentially the same as in the past: stop the clock as quickly as possible.

Rodeo Lingo



(SB) - Saddle Bronc **(BB)** - Bare Back **(BR)** - Bull Riding **(SW)** Steer Wrestling **(CR)** - Calf Roping **(TR)** - Team Roping **(WBR)** - Woman's Barrel Race

Added Money - Prize money contributed by the rodeo committee. It is added to the entry fees paid by the contestants.

Arm Jerker - A really stout animal that bucks with a lot of power.

Association Saddle (SB) - A saddle built to the specifications of the PRCA.

Ball Out (BB, SB) - A horse that comes straight up on hind legs when coming out of the chute and then begins bucking.

Barrel Man (BR) - The rodeo clown, an important factor in the bull riding event. He hides in a barrel until he is needed to distract a dangerous bull from injuring a thrown

rider; also leads a dismounted bull away from the cowboy and out of the arena; a good clown can also coax a better performance out of a bucking bull before he is dismounted.

Boot the Bull (BR) - Being able to spur during a bull ride (it is not required that a rider spur during the ride but they may receive extra points for doing so).

Buford or Pup - An easy animal to ride or compete on.

Cantle Boarding (SB) - Spurring back to the cantle of his saddle.

Catch as Catch Can (CR) - Any catch is legal (around neck, body, back legs).

Community Loop (TR, CR) - Throwing an exceptionally large loop.

Cross Fire (TR) - The heeler throws his rope before the header has changed direction of the steer.

Day Money - Event money paid for that day's events only.

Daylighting (CR) - A term referring to a rule in the calf roping stating that if the calf is laying on the ground when the roper reaches the animal, the roper must pick the animal up and re-throw it, showing daylight between the animal's hooves and ground. May also be used to describe a Saddle Bronc rider who is coming out of the saddle at every jump, showing daylight between his rump and his saddle.

Dogfall (SW) - The steer's head is facing in the opposite direction of his body and/or his feet are caught under him. Cowboy must re-throw steer.

Dragger or Trotter (TR) - A steer that hangs his head and doesn't run after being roped, many times trotting or stopping.

Fading (BR) - A bull that spins and slowly gains ground in the direction he is spinning.

Fanning (SB, BB) - Cowboys remove their hats and wave them across the animal after a ride. May be considered an insult to the stock [contractor](#) as the animal may be too easy to ride.

Fleaster (BB, SB) - A horse that has little power and jumps with all four feet up and just kind of floats through the air.

Floating (SB) - A technique used by saddle bronc riders in which they appear to be bucked off at every jump.

Free Roll (SB) - No mark out is required. Occurs when a horse stalls before coming out of the chute and the judge designates the ride as such.

Freight Trained - Being ran over by an animal that is traveling at top speed.

Hat Bender - A horse or bull that does not buck at all, just runs around.

Head Hunter (BR) - A bull that is constantly looking for someone to charge.

Hickeyed (TR) - The Honda of the rope catches on the steer's horn. Not time is given.

High Roller (BB, SB) - A horse that leaps high into the air when bucking.

Hollihan (SW) - Flipping the steer over end-over-end.

Lap and Tap (SW, TR, CR, SR) - No barrier is used.

Lounger (BB, SB) - A horse that thrusts with hind feet forward rather than kicking out behind.

Mark Out (SB, BB) - The cowboy must have both feet over the point of the horse's shoulders before the horse's front feet hit the ground.

Mash Up (BB, SB) - Clamping onto the horse with both legs and having no spurring action.

Money Barrel (WBR) - The first barrel in the barrel racing. A good first barrel sets the rider up for a good pattern.

Out the Back Door (BB, BR, SB) - When a rider is thrown off over the hind end of the animal.

Pantyhose (TR) - The heeler has roped the heels and the rope passes beyond the steers hocks and catches up under both flanks of the steer.

Pegging (SW) - When a steer wrestler sticks the steer's horn into the ground.

Pickup Man (SB, BB) - A rider in the arena who helps a contestant off a bucking horse.

Pulling Leather (SB) - Grabbing hold of the saddle.

Rake (BB, SB) - Spurring Action

Scooter (BB, SB) - Pivoting on the front end with no real kicking action from the back.

Seeing Daylight (BB, SB) - The rider comes far enough off the horse that daylight is seen between them and the animal.

Spurring Lick (BB, SB) - Getting in rhythm with the bucking action of the animal.

Star Gazer (SB) - A saddle bronc that bucks with his head up. Makes it difficult for the rider to keep the slack out of his hack rein and to balance.

Sucks Back (BB, SB, BR) - An animal suddenly changes the direction in which it was bucking.

Suicide Wrap (BR) - The wrap bull riders take when wrapping the bull rope around their hand.

Suitcase Handle (BB) - Bareback Rigging Handle

Sun Fisher (BB, SB, BR) - The animal twists his body in the air so that daylight shines on his belly.

Well (BR) - The center of the spin. Riders may get into the well and not be able to regain their balance. A very dangerous area for riders to dismount into.

Whipped Down (BR) - Generally used to describe a rider that his jerked forward on the bull and his torso and/or face comes in contact with the animal

ANIMAL USE and CARE IN RODEO (FACTS)

Rodeo contests were developed by people who deliberately chose to plan their recreation around the same animals they spent long hours working with. The contests were designed with thorough knowledge and respect of the animals' capabilities and limitations, and are regarded as reasonable use of animals.

Animal welfare, which is caring for and meeting an animal's needs, is practiced in the sport of rodeo. Rodeo people respect, admire, and want to take care of the animals that are so important to their way of life.

It's obvious that rodeo is not taxing for the huge, powerful bulls that toss cowboys around like rag dolls, but some people may wonder if roping is hard on calves. A calf has more than tripled its weight when it is first roped, which is at 225-250 pounds, and is a strong animal. It takes the special roping and handling skills exhibited by the rodeo cowboy to manage the strength of a calf whose instinct is to flee or fight rather than cuddle.

The roping contest is an extension of the necessary skills developed by ranch cowboys to hold cattle for doctoring, etc., without benefit of pens and corrals. The muscular structure of a calf and its hairy, thick hide allows prudent roping without harm. As is observed, immediately upon removal of the rope, calves jog trot out of the arena in a most unconcerned manner. Calves, who soon outgrow weight limits for the event, then fulfill the same purpose they would have in the dairy or beef industry if they had not been in rodeo — or perhaps grow up to be a rodeo bucking bull.

Bull riding has become rodeo's most popular contest. It is not related to any ranch task, but looking at it from the standpoint of the animals, bull riding serves the bull population. More female cattle than male cattle are required in both dairy operations and the building of beef herds. More male cattle are born than are needed for breeding purposes. Rodeo adds years to the lives of some of these excess bulls.

Injury to animals is infrequent with rates documented at a small part of 1%. The use of horses and bulls in rodeo is so undemanding that they stay healthy and perform well for many years. It is not unusual for a bucking horse to be kicking up its heels in fine fashion over the age of 25 and many bulls are still active buckers at 15 years of age. Veterinarians attribute it to the good care they receive which includes quality feed and adequate exercise.

Rodeo associations throughout the country have rules that dictate how contests will be conducted and animals will be handled. The first rules for the humane care and treatment of rodeo animals were established by the Professional Rodeo Cowboys Association (PRCA) in 1947, seven years prior to the founding of the Humane Society of the United States.

The average bucking horse or bull works less than five minutes per year in the arena.

Human skin is 1mm-2mm thick, horse hide is 5mm thick, and bull hide is 7mm thick.

The flank strap is fleece-lined in the flank area, which can be compared to the waist of a human.

The straps do NOT cover genitalia or cause pain. If the strap were tightened too tightly, the animal would refuse to move, much less buck.

Spurs used by bareback and saddle bronc riders are dull and blunt with free-rolling rowels so that their showy style of leg movement is not harmful to the horse. The rowel, which is the star-shaped wheel on a spur, is loosely locked in bull riding to allow the cowboy a better hold on the loose-hided animals.

An important tool in a livestock operation is the cattle prod. Since large, untrained animals do not reliably respond to voice or hand signals, an effective device is needed for the safety of both people and animals. A veterinarian developed the electric prod powered by size "C" flashlight batteries as a safe alternative to instruments which can poke and bruise. The prod gives a minor surprise shock without any ill effects.

Each year, the cowboys and cowgirls of the various rodeo associations throughout the country honor the best performing horses and bulls in the rough stock events - bareback bronc riding, saddle bronc riding, and bull riding. The "heart" of these honest animals to consistently turn in a good performance is greatly admired, along with the beauty of their efforts. Awards are also given to the owners of the best trained horses ridden by the timed event competitors. The performance of rodeo animals is a matter of pride to the owners and riders. The reputations of the best ones live on in our memories and in legend long after the animals are retired.