# 2020 RSTPA Rule Book

## Ranch Sorting Team Penning Association

# RSTPA

*"Live to Ride, Ride to Live"*

Established in 2013, RSTPA's Goal is to promote and expand the Ranch Sorting and Team Penning Sport on the East Coast.

As an Association, we are membership based, providing members with quality shows, fair ratings and affordable entry fees so Members and their families can enjoy the sport together. RSTPA welcomes riders of all ages and riding abilities.

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# Section 1
# Membership

**1.1 Membership:**

Annual Membership fee is $30.00 per person. Lifetime Membership fee is $150.00. All NEW memberships are FREE for the 1st year. Annual Memberships are valid for one year, beginning and ending after the RSTPA Finals each year.

**1.2 Additional Family Members:**

Family Members, which includes a member's spouse and any children living at home, who are older than 12 and younger than 21, can join for an additional $15.00 each.

**1.3 Youth Memberships:**

Any Youth, 12 years of age or younger as of January 1st of the current year, will receive a Free Membership. A birth certificate copy may be required for age verification. Youth Membership entitles the Member to all the benefits of the RSTPA Member.

**1.4 Membership Requirements:**

Participant MUST be a current member of RSTPA to collect winnings at an RSTPA Sanctioned Show. Membership status must be current in the RSTPA Producers database at the show. Renewal & First Time Memberships can be purchased through RSTPA Headquarters or at show office, prior to the show or class he/she is entering. Participants can purchase their Memberships any time throughout the year. Participation in an RSTPA show by a participant who is not a current RSTPA Member will result in disqualification of the participant. The disqualified participant shall not receive a refund of entry fees, prizes or winnings, nor will they receive any points earned. The Current RSTPA Member will receive their points and winnings. By entering an RSTPA Show, the participant is representing that they are in compliance with the Membership Requirements. Acceptance of an entry at an RSTPA Show shall not constitute a waiver of the requirements set forth in this rule. Membership fees are not refunded as a result of classification or rule disagreements. Membership fees are non-refundable & non-transferable.

**1.5 Show Passes:**

First time Participants are entitled to a Free One Show Pass, which entitles them to day monies, but points and attendance will not count unless they sign up for a FREE One Year Membership. Participants cannot compete in ANY future shows unless they are a current Member of RSTPA.

**1.6 Membership Suspensions:**

Any Member or Non-Member may be suspended and denied privileges and benefits by RSTPA for good cause including inappropriate behavior, unsportsmanlike conduct and anything that might be a deterrent to the integrity of the game, failure to pay any obligation due to RSTPA or Sanctioned RSTPA Producer, for giving a declined credit card or bad check for any and all fees, fines & charges due to RSTPA. Each returned check or declined credit card will incur a $50.00 fine due to RSTPA. If, within 30 days, the outstanding debt is not settled, the Member or Non-Member will be suspended until the debt is satisfied.

# Section 2

**Ratings**

**2.1 Rating Definitions:**

**#1 Beginner** - Novice rider who is just starting out and will be rated according to rider ability and how they are mounted.

**#2 Rookie –** Novice rider who has shown improvement but has limited horsemanship and/or knowledge of cattle. Occasionally places among #1 and # 2 riders at regional/national shows.

**#3 Novice –** Novice rider who has reasonable horsemanship and cattle skills and consistently places among #1-#3 rated riders at regional/national shows.

**#4 Amateur -**A rider who has average horsemanship and cattle skills that occasionally places among #4 and #5 riders in regional/national.

**#5 Amateur –** An experienced rider, who has above average horsemanship and cattle skills and consistently places on a regional/national level.

**#6 Open –** An experienced rider with professional ability. Able to ride and win in most any situation at the regional/national lever.

**#7 Open –** An exceptional rider with exceptional cattle skills. Rides professionally or has the ability to do so and is extremely successful at the regional/national level.

**SR. Youth –** Any Youth Rider age 13-16 as of January 1st of the current year.

**JR. Youth -** Any Youth Rider age 12 and under as of January 1st of the current year.

**Masters –** Any Adult Rider that is 50 years of age or older on the date of the show.

**2.2 Rider Ratings Procedure & Classification**

**1. Rating Classification:** Each New Member of RSTPA must be given a rating. To participate in an RSTPA Sanctioned Show, it is the Member's responsibility to accurately and completely answer all questions on the Membership Form and/or from an RSTPA Director and/or Show Producer on the day of the show. The RSTPA Director or Show Producer will be responsible for giving a rating evaluation and classifying the rider at the show. When a New Member joins by mail, the Rating Committee will assign the Member's rating. The Rating Committee will review ratings of all New Members and may reassign a rating in accordance with these rules. Four criteria's will be used to by the rating committee to determine a rider's rating.

**1st** Win/Loss ratio which tracks monies won and monies spent the monies won will be divided my monies spent this will provide a win/loss ratio. (Example) If you win ½ what you spend your ratio would be .5

**2nd** Horsemanship skills as well as the rider's overall ability to ride.

**3rd** Quality of horse being used.

**4th** The ability to work and read cattle.

**2. Absence Re-Classification:** Any individual rejoining RSTPA after a year or more absence will be required to have their rating re-evaluated by the Rating Committee.

**3. Rating Appeal & Changes:** RSTPA Rating Committee may re-evaluate and change the rating of any Member during the Competition Year. If a Member submits an appeal, the appeal will be reviewed after the Member has competed in 3 shows under the new rating. All rating changes must be approved by RSTPA Office.

Members who wish to have their rating lowered, can do so in WRITING or E-MAIL to the RSTPA Administrative Office. (rstpaoffice@yahoo.com) If the request is denied then the member has to ride in 3 shows before E-MAILING in a new request.

# Section 3

**3.1 Standard Team Penning Classes**

**1. Classes:** RSTPA Sanctioned shows will include any or all, of the following suggested classes:
All Levels HC, #12 HC, #10 HC, #7, #6 Novice HC, #3 HC All Draw, Masters HC (50+), Junior Youth HC, Senior Youth HC or Junior & Senior Youth combined, Youth/Master.

**2. The Handicap System:** All Team Penning Classes will be handicapped by ½ second, refer to section 9.3 pg. 13. Producers may apply for Special Sanctioning to include special sub-classes to enhance participation at a Sanctioned Show.

**3. Mandatory Classes:** Producers are required to run a Minimum of 3 Penning classes to qualify as a Sanctioned Show. Mandatory classes are the All Levels, #6 or #7 HC and at least 1 other class.

**4. Draw Classes:** Designed to allow New Members to the sport an opportunity to find rides and meet other Members.

**3.2 Team Penning Class Descriptions**

**1. All Levels HC:** RSTPA recommends Pick 1 Draw 1 or draw all, Producers discretion to have All Draw or Pick 5 Draw 1. Open to all rated riders. 6 ride limit.

**2. #12HC, #10HC, #7HC, #6 Novice HC (riders rated #3 & under):** 1 Mandatory draw, may pick 5 or draw all. Total Team rating cannot exceed class cap. 6 Ride Limit.

**3. #3 Draw:** Only #1 Rated Riders may enter this class. All Draw. Must take a minimum of 3 draws. 6 ride limit.

**4. #10 Masters HC:** Riders must be at least 50 years of age the day of the event to ride in the class. Pick 5 Draw 1 or draw all or all draw 6 Ride limit.

**3.3 Youth & Youth/Master Classes**

**1. Youth/Master HC:** Mandatory 3 rides. All Draw. Open to Sr & Jr Youth. Team must consist of Youth Members 16 yrs. of age and under as of January 1st of current year & a Master Rider at least 50 years old the day of the show. There will be no caps. Jr & Sr Youth Points will be kept separately & Master points will also be kept separately Handicap is the highest rated team combined in the class. Anyone can ride into the herd and call for time. The Youth/Master Class will have one go and top ten, run a 60 second clock. The payback will be the Producer's discretion with a minimum of 50% payback.

**2. Sr & Jr Youth HC:** Mandatory 3 rides/All Draw. Open to Sr & Jr Youth. Team must consist of 3 Youth Members 16 yrs. of age and under as of January 1st of the current year. Jr & Sr points will be kept separately. There will be no caps. Handicap is the highest rated Team combined in the class. The Youth class will have one go and top ten, run a 75 second clock. The payback will be the Producer's discretion with a minimum of 50% payback. 80% payback is recommended.

# Section 4

**4.1 Team Penning Rules**

**1. Object of Team Penning:** Within a specified time limit, a Team consisting of 3 riders in the arena must cut out from the herd and pen 3 head of cattle with the assigned number. Most amount of cattle & fastest time wins.

**A. Time Limit:** The Show Producer shall use a 60 second clock and may use "Producer's Option" allowance to extend the time limit to 75 seconds for any class but must have special sanctioning approved and advertised at the show accordingly. A warning may be given to the Team working the cattle at 30 seconds of remaining time. Producer has the option if implementing progressive time when the number of Teams meets the requirements for the next go-round.

**B. Spotting Cattle:** Spotting cattle in the herd of any Team in the arena, by any person outside the arena, is prohibited. Any form or manor of assisting a Team in the arena with finding the location of any of their assigned cattle on the herd side of the foul line, may, at the Judge's discretion, subject the Team to disqualification, excluding the Youth Class or any Youth/Master Class.

**2. Starting the Run:** All cattle will be grouped on the cattle side of the start line within the designated area, before the time begins. The Judge will raise the flag to signal when the arena is ready. The flag will drop when the nose of the first horse crosses the start/foul line. The Team will be given their cattle number instantly. The next Team has 30 seconds to enter the arena. If not in the arena within 30 seconds, they will receive a 30 second warning. Upon the decision by the Judge, the announcer will call the Team a no-time unless waived for a good cause. No Team member may enter the arena after the time has started.

**3. Calling for Time:**

**A**: One Team member must stand at the opening of the gate and raise a hand for the flag. The flag will drop when the nose of the first horse enter the pen, the assigned cattle are fully in the pen and the rider calls for time. The Team will receive a No Time if the cows are entering the pen but are not fully in when the Team calls for time. Time continues until all unpenned cattle are completely on the cattle side of

the starting line. If a cow escapes from the pen after time is called but prior to the time that any unpenned cattle are on the cattle side of the line, the Team will be judged a "No Time".

**B**. Escaped cattle is one with any part of its body coming out of the opening of the pen.

**C**. A Team may call for time with only 1 or 2 assigned cattle penned. However, Teams penning 3 head places higher than 2 or 1 head, regardless of time.

**4**. **Hazing:** Contact with cattle by hand, rope, bats, apparel or any other equipment, will result in a "No Time"

**5. Too Many Cattle over Foul Line:** Except for the Youth Penning, Teams are permitted 1 trash cow (wrong numbered cow) across the foul line, but no more than 3 total cows. The trash cow can change throughout the run, but no more than one trash cow can be on the pen side. If more than one trash cow crosses the foul line, the Team will receive a "No Time". Any part of the fourth cow that crosses the line will receive a "No Time". In Youth Penning, any 3 cows can be on the pen side at any one time, but any part of the fourth cow across the foul line will receive a "no Time". Producers can invoke a "No Trash Rule" and a 1 Trash Rule in the Youth and Novice Class at their discretion.

**6. Reasons for a Re-Ride:**

**A.** In the event the Team is given a number that has already been used with a set of cattle, a re-run must be given IMMEDIATELY upon discover, using the correct number within the same set. Teams receiving a re-ride will be able to start their time at zero. In case of other official or mechanical error or a downed cow, a re-ride will be given IMMEDIATELY using the same numbered cattle.

**B.** If a cow leaves the arena, the Team can either be given a "No-Time" for unnecessary roughness; can be given time on their remaining cattle; or given an immediate re-ride depending on the Judge's decision. A team cannot better their time on a re-ride.

**C.** Team observes an unfit (see section 6.4 #4 for definition of unfit cattle), injured or unidentified animal before committing to the cattle; the Team must notify the Judge. Once the Team is committed to the cattle, no re-ride will be given. "Committed to the cattle" means that the Team has crossed the foul line, the flag has been dropped to start the time on that run and their cattle number has been called.

**D.** As each new Team begins a run, there should be 30 head in the arena. In the event that a Team draws a number where more or less than 3 identical numbers are in the arena at the time or their run, that Team must have an IMMEDIATE mandatory re-ride on same numbered cattle. Teams receiving a re-ride will be able to start their time at zero. Times for all other Teams with same miss-numbered herd will remain the same.

**E.** If a Team rides out-of-order, their time and number of cattle will stand. No re-ride will be given for Teams riding out of order. Once the problem is identified, the Teams going forward will be correctly aligned. All go's must be posted before the round starts.

**7. Cattle Rotation – Order of Herd Rotation**

The Producer will number each herd available for Penning. The Producer has the option to run less than 10 Teams per herd in order to equally divide Teams among sets. All options shall be decided and announced before first go-round of each class.

**8. Roughing**

Includes, but not limited to, unnecessary or aggressive contact, running over cattle with horses, stepping on cattle while in pursuit, running thru the herd in such a manner that the cattle are knocked down, horses consistently biting the cattle and entering the pen with such force on the cattle causing them to collide with the back panels. A Judge's call for "Roughing" will result in an immediate disqualification of the Team.

**9. Arena Layout**

"Ideal" arena size for Team Penning is 100' x 200', although there shall be no mandatory arena size.

**A. Foul Line:** The foul line shall be between 30% - 35% of the arena length from the cattle end of the arena and the foul line. The foul line may be extended by 5% for each 10' beyond 110' in width to accommodate larger, wider arenas. The foul line shall be determined and advertised as such by the Producer.

**B. Pen Opening:** The entry gate to the pen shall be situated 25% of the distance from the arena back wall but shall not be less than 55' from the arena back wall. *see diagram*

**10. Working Cattle on Foot**

Any attempt to work cattle on foot will be judged a "No Time".

**11. Display Clock**

All RSTPA Shows must have a readable display clock. Electric eye will not be used to start time. In the event of extreme malfunction, Producer may determine how and whether to proceed with show.

# Section 5

**5.1 Standard Ranch Sorting Classes**

**1.** RSTPA Sanctioned Shows will include any or all of the following suggested classes: All Levels HC, #10 HC, #9 HC, #8 HC, #6 HC, #4 HC, # 2, Rookie #9 HC (2 cap on sorter), Youth/Masters HC, (under 16 & over 50 yrs. old), Jr. or Sr. Youth or combined youth, and Round Robin.

**2. Handicap System** for all RSTPA Shows in Ranch Sorting will be as follows: Each rating below the highest possible Team number in a class will receive one second subtracted from the Team's final time from the cattle sorted. Refer to Sec 9.4 pg. 13 Producers may apply for Special Sanctioning to include sub classes to enhance participation at a Sanctioned Show.

**3. Mandatory Classes:** Producers are required to run a Minimum of 3 Sorting Classes to qualify as Sanctioned Show. Mandatory classes are All Levels HC, a Novice Class and at least one other class.

**4. Draw Classes:** Designed to allow New Members to the sport an opportunity to find rides and meet other Members.

**5.2 Ranch Sorting Class Descriptions**

**1. All Levels HC:** RSTPA recommends a Pick 1 Draw 1 or draw all. Producers have the discretion to have All Draw or Pick 5 Draw 1. Open to all rated riders. 6 ride limit.

**2. All Other Classes:** 1 Mandatory Draw, may pick or draw up to 5 more rides. Total Team Rating cannot exceed class cap. 6 ride limit.

**3. Sr & Jr Youth HC:** Up to 4 rides/All Draw. Open to Sr & Jr Youth. Team must consist of 2 Youth Members 16 yrs. of age and under as of January 1st of the current year. Jr & Sr points will be kept separately. There will be no caps. Handicap is the highest rated Team combined in the class. The Youth class will have one go and top ten. The payback will be the Producer's discretion with a minimum of 50% payback. 80% payback is recommended.

**4. Youth/Masters:** Up to 4 rides/All Draw. Jr or Sr Youth (16 and Under as of January 1st of current year) rides with a Master (50+ as of show date). Highest Team Rating will determine the Handicap. The payback will be the Producer's discretion with a minimum of 50% payback. 80% is recommended.

**5. Rookie #9 (2 cap on sorter):** 1 Mandatory draw, may pick or draw up to 5 more rides. Riders rated #2 or below can sort in this class. If both Riders are rated #2 or below, they both may sort. Riders rated higher than a #2 must work the gate only and allow the #2 or below Rider to sort. The total Team Rating cannot exceed class cap. 6 ride limit.

**6. Ranch Hand:** In this class there is a designated sorter. Members can ride together 2x if they change the designated sorter. Riders can ride 5 times in each role. This class is a 10 ride limit with a mandatory draw.

**7. Round Robin:** Any number of Riders. Each Rider will ride with each other on a 60 second clock with a HC of the highest rated team. One go. Riders total number of cattle and then Producers discretion whether to use blow outs & total time or just total time will be calculated. RSTPA suggests paying 3 places, but payout placing is Producer's discretion.

# Section 6

**6.1 Ranch Sorting Rules**

**1. Object of Ranch Sorting:** Ranch Sorting is a 2 Man Team Sorting. 10 cattle, numbered 0-9. The Producer has the option to add 1 to 4 unnumbered cows.

**2. Starting the Run:** The Judge will raise the flag when the pen is ready. Judge will signal the beginning of the run by dropping the flag when the nose of the first horse crosses the start/foul line. The team will be given the first number instantly. The cattle will then be sorted increasing in sequence from that number. A warning may be given to the Team working the cattle at 30 seconds of time remaining. The next team has 30 seconds to enter the arena. If not in the arena within 30 seconds, they will receive a 30 second warning. Upon the decision by the

judge the team will get a "No Time" unless waived for a good reason. No team member will enter the pen after the time or run has started.

**3. Sorting Order**: Cattle must be sorted in number sequence. If any part of a cow crosses the start/foul line out of sequence a "No Time" will be called. A "No Time" will also be called if any part of a sorted cow re-crosses the start/foul line. Any cow not entirely across the start/foul line will not be counted. The tenth cow must be completely across the line before the blank cow start across or the Team will receive a "No Time".

**4**. **Placings:** Teams sorting in 3 go's will place higher than Teams sorting in 2 go's. Teams sorting 2 go's will place higher then Teams sorting in 1 go. All ties, if lap timers are not used, will be brought back to the finals unless greater than 5 additional positions are created. All ties that are runoff will be drawn for position of go. All ties can be eliminated using lap timers, which is recommended.

**5**. **Lap Timers:** It is recommended that hand timers are used at all RSTPA sortings.

**6. Time Limits:** 60 or 75 second allotted time limit for each class will be required at Producer's discretion. RSTPA recommends a 60 second clock.

**7. Settling Cattle:** Each new herd must be familiarized with both sides of the sorting pens before the first Team runs on a herd. Cattle will be settled prior to run at Judge's discretion. It is the Judge's responsibility to see that cattle herds are settled as long as needed. For settling cattle, the Producer has the following three options: 1. Cattle may be settled on one side every time and sorted one way. 2. Cattle may be settled on one side for the first run of each herd and alternated to the opposite side each consecutive run. 3. Cattle may be settled on one side for the first run of each herd and then resettled on the side with the most cattle remaining.

**6.2 Spotting of Cattle**

Spotting cattle in the herd of any Team in the arena, by any person outside the arena, is prohibited. Any form or manor of assisting a Team in the arena with finding the location of any of their assigned cattle on the herd side of the foul line, may, at the Judge's discretion, subject the Team to disqualification, excluding the Youth Class, any Youth/Master Class or a #2 HC Class.

**6.3 Rider Falls Off**

If a rider falls off, the rider may get back on and continue sorting. Working cattle on foot will be a "NO Time"

**6.4 Reasons for Re-Ride Ranch Sorting**

**1. Number already called:** Duplicate number is called within the same set of cattle a re-ride must be given immediately upon point of discovery using the same set of cattle with correct numbers. This re-ride will begin at zero.

**2. Official, Mechanical or Downed Cattle:** In these cases, a Team will be given the option to take their time on the number of cattle sorted at the time the ride was stopped by the judge or a re-ride immediately with the same numbered cattle beginning at a time of zero. If a Team draws a number where more or less than 1 identical number are in the arena, at the time of their run, they will receive an IMMEDIATE mandatory re-ride on their same numbered cattle beginning at a time of zero. No re-ride will be given to any previous team.

**3. Cow Leaves Arena:** Judge's discretion on a re-ride, No Time or a good time with cow count at the moment can be given if a cow leaves the arena. All re-rides will occur immediate using the same number cattle starting at zero cattle with a new clock.

**4. Injured, Unfit or Unidentifiable Cattle:** Prior to a Team crossing the start/foul line, the Team must notify the Judge of any unnumbered, injured or unfit cattle. Once brought to the Judge's attention, the Judge will determine whether to correct the problem or proceed forward. If at the Judge's discretion, a re-ride is given, the re-ride will occur immediately using the same numbered cattle after the bad cow is replaced.

**A. Possible unfit reasons for a Judge to remove cattle:** Lame, sick, exhausted, blind, bleeding or dangerous.

**B. Inconsistent Cattle:** There will be no re-rides for inconsistent cattle unless the Judge determines within the 1st 3 teams and as long as no team has sorted on that set that the cow becomes unstoppable, then that cow will be replaced but no re-rides for previous Teams will be given. The protesting team has to make an honest attempt to stop the bad cow.

# Section 7

**7.1 3 Man/ 2 Gate Sorting** a

**1. 3 Man/2 Gate:** 3 riders, using a recommended 60' – 80' wide and 50' deep to the foul line pen with 2 gates and the auxiliary pen 30' – 40'. Hole opening is 12'-14' on both sides.

**2. Object:** There are 10 numbered cows, 0-9. The Producer has the option to add 1-4 unnumbered cattle. At the beginning of the run, there are 3 riders' behind the foul line in an arena. Even numbered cattle, including 0, are brought thru the right gate and odd numbered cattle are brought thru the left gate.

**3. Following other Sorting guidelines:** Other general Sorting guidelines are contained in the Ranch Sorting Rule Section. Please refer to that section for rules that apply to Ranch Sorting, Open Arena Sorting and 3 Man 2 Gate.

**7.**2 **Open Arena Sorting Rules**

**1. Open Arena Sorting:** 3 Man Team using a full open arena with a foul line length at Producer's discretion, and one judge.

**2. Object of Open Arena Sorting:** There are 10 numbered cattle, 0-9, and 1-4 unnumbered cattle at the beginning of the run behind the foul line, in an arena with 3 Riders on the other side of the foul line.

**3. Following other Sorting Guidelines:** Other general Sorting guidelines are contained in the Ranch Sorting Rule Section. Please refer to that section for rules that apply to Ranch Sorting, Open Arena Sorting and 3 Man 2 Gate.

**7.3 Ties:** All ties, if lap timers are not used, will be brought back to the finals unless greater than 5 additional positions are created. All ties that are runoff will be drawn for position of go. All ties can be eliminated using lap timers, which is recommended.

# Section 8

**8.1 Entries and Number of Go's**

**1. Minimum Go's for Team Penning and all 3 Man Classes:** Classes 50 or more Teams, the producer has the option to include a minimum of a First Go, 30% back to Second Go and then Top 10. Any class that has less than 50 Teams in the First Go, will go directly to Top 10, Producer discretion for a 2nd go.

**2. Minimum Go's for Ranch Sorting:** Classes with 75 Teams or more, the producer has the option to include a minimum of a First Go, 30% back to Second Go and then Top 10. Any class that has less than 75 Teams in the First Go, will go directly to Top 10.

**3. Entry Fee $35.00 or Less:** Producers have the option to go to a Top 10 regardless of how many Teams are in the First Go when entry fee is $35.00 or less.

**4.** Classes are Pick 5 Draw 1 or Draw All, with the exception of the Youth, Youth/Masters and All Levels. RSTPA recommends Pick 1 Draw 1 for All Levels Classes, but Producer has the discretion to do All Draw or Pick 5 Draw 1

**5. Payback Percentage:** Producers option, with a minimum of 50% payback. All Classes have an additional $2.00 per ride/per person Sanctioning Fee.

**6. Running Order:** All Classes are progressive, meaning you must sort in each Go to Advance. 0 head sorted or penned is considered a No Time. The Top 10 for All Classes, will have their running order, determined by draw, mechanically or physically at Producer's Discretion.

**7. Payment of Fees:** Producer has the option to require cash, check or credit card. Producers requiring Cash Only, must advertise as such on their Show Flyer. Entry Fees are payable to the RSTPA Producer.

**8. Forfeiture of Monies Won:** Producers are not responsible for checking Team rating prior to them competing. That responsibility relies with the Teams. At pay-out however, the Producer will check Team Member's Ratings. Teams exceeding the Class Number, combined rider classifications or handicaps as defined under Classes, will forfeit all monies won. In the event a Team forfeits, all places and monies will be distributed to each of the next place Teams, in descending order, regardless if any of those Teams did not ride in the short or final go. Example: Class pays 5 places and the 1st place Team is eliminated, the 2nd place Team moves to 1st place, 3rd place to 2nd, etc.

**9. Entering with same Partner:** 2-3 Member Teams are permitted to ride together only once in each class, unless it's the result of a draw or under special sanctioning.

**11. Draw Out, Replacement & Emergency Draw Out:** Any Team may draw out of any class with notice prior to the start of the class with no draw out charge. No notice provided, the entry fees are forfeited to the class pot. An individual draws out, the other Team Members may draw out or replace the Team Member with a new

Member of the same rating or less. A Team Member fails to notify RSTPA or the Producer of a draw out and does not appear prior to the First Go of the class, the other Team Members may get a substitute partner of the same rating or less. In no instance may a Team Member use another Member's Entry Fee. If a substitute Team member is replacing a Member who has a doctor or vets release, or has been officially drawn out, that replacement will be required to pay entry fees. In no instance will the Team be moved to a later draw position while the Team Member locates another partner. In the event of an emergency involving a competing Team member, their family member or their horse, the Producer may draw that Team out and refund their entry fee

# Section 9

**Handicap Charts, Payout and Points**

**9.1 Recommended Payout Schedule**

| Places | Percentage Splits | |
|---|---|---|
| 1 | 1- 10 Teams | 100% |
| 2 | 11-20 Teams | 60%- 40% |
| 3 | 21-30 Teams | 50%- 30%- 20% |
| 4 | 31-40 Teams | 40%- 30%- 20%- 10% |
| 5 | 41-100 Teams | 34%- 27%- 20%- 10%- 9% |
| 6 | 101-150 Teams | 32%- 24%- 17%- 10%-9%- 8% |
| 7 | 151-200 Teams | 28%-22%-17%-10%-9%-8%-6% |
| 8 | 201-250 Teams | 26%-22%-14%-10%-9%-8%-6%-5% |
| 9 | 251-300 Teams | 26%-19%-13%-10%-9%-8%-6%-5%-4% |
| 10 | 300 &Above | 25%-18%-13%-10%-8.5%-7%-6%-5%-4%-3.5% |

The average will pay one place for every ten teams or part thereof up to a total of five places and one more for every 50 teams after 100.

**9.2 Points Chart**

| No of Entries in Class | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
|---|---|---|---|---|---|---|---|---|---|---|
| 3-4 | 1/2 | | | | | | | | | |
| 5-9 | 1 | 1/2 | | | | | | | | |
| 10-14 | 2 | 1 | 1/2 | | | | | | | |
| 15-19 | 3 | 2 | 1 | 1/2 | | | | | | |
| 20-24 | 4 | 3 | 2 | 1 | 1/2 | | | | | |
| 25-29 | 5 | 4 | 3 | 2 | 1 | 1/2 | | | | |
| 30-34 | 6 | 5 | 4 | 3 | 2 | 1 | 1/2 | | | |
| 35-39 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 1/2 | | |
| 40-44 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 1/2 | |
| 45 & more | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 1/2 |

RSTPA Point System will be used to award points to Members placing in the Top Ten of any Class for which they are eligible. Classes with 100+ Teams & Shows with $10,000 in Added money will award Double Points. Points will be awarded to the Top 10 places regardless if they made a time in the final go or not.

**9.3 Team Penning/Arena Sorting/ 3 Man 2 Gate HC Quick Reference Chart**

All Levels HC

| Total Team Rating | Total HC |
|---|---|
| 3 | -9.00 |
| 4 | -8.50 |
| 5 | -8.00 |
| 6 | -7.50 |
| 7 | -7.00 |
| 8 | -6.50 |
| 9 | -6.00 |
| 1 | -5.50 |
| 11 | -5.00 |
| 12 | -4.50 |
| 13 | -4.00 |
| 14 | -3.50 |
| 15 | -3.00 |
| 16 | -2.50 |
| 17 | -2.00 |
| 18 | -1.50 |
| 19 | -1.00 |
| 20 | -0.50 |
| 21 | 0.00 |

#12 HC

| Total Team Rating | Total HC |
|---|---|
| 3 | -4.50 |
| 4 | -4.00 |
| 5 | -3.50 |
| 6 | -3.00 |
| 7 | -2.50 |
| 8 | -2.00 |
| 9 | -1.50 |
| 10 | -1.00 |
| 11 | .50 |
| 12 | 0 |

#10 HC

| Total Team Rating | Total HC |
|---|---|
| 3 | -3.50 |
| 4 | -3.00 |
| 5 | -2.50 |
| 6 | -2.00 |
| 7 | -1.50 |
| 8 | -1.00 |
| 9 | -0.50 |
| 10 | 0.00 |

#7 HC

| Total Team Rating | Total HC |
|---|---|
| 3 | -2.00 |
| 4 | -1.50 |
| 5 | -1.00 |
| 6 | -0.50 |
| 7 | 0.00 |

The Sr Youth Penning HC will be the highest rated teams.

**9.4 Ranch Sorting HC Quick Reference Chart**

| All Levels | HC |
|---|---|
| 2 | -12 |
| 3 | -11 |
| 4 | -10 |
| 5 | -9 |
| 6 | -8 |
| 7 | -7 |
| 8 | -6 |
| 9 | -5 |
| 10 | -4 |
| 11 | -3 |
| 12 | -2 |
| 13 | -1 |
| 14 | 0 |

| Rookie #9 | HC |
|---|---|
| 2 | -7 |
| 3 | -6 |
| 4 | -5 |
| 5 | -4 |
| 6 | -3 |
| 7 | -2 |
| 8 | -1 |
| 9 | 0 |

| #8 HC | |
|---|---|
| 2 | -6 |
| 3 | -5 |
| 4 | -5 |
| 5 | -3 |
| 6 | -2 |
| 7 | -1 |
| 8 | 0 |

| # 6 HC | |
|---|---|
| 2 | -4 |
| 3 | -3 |
| 4 | -2 |
| 5 | -1 |
| 6 | 0 |

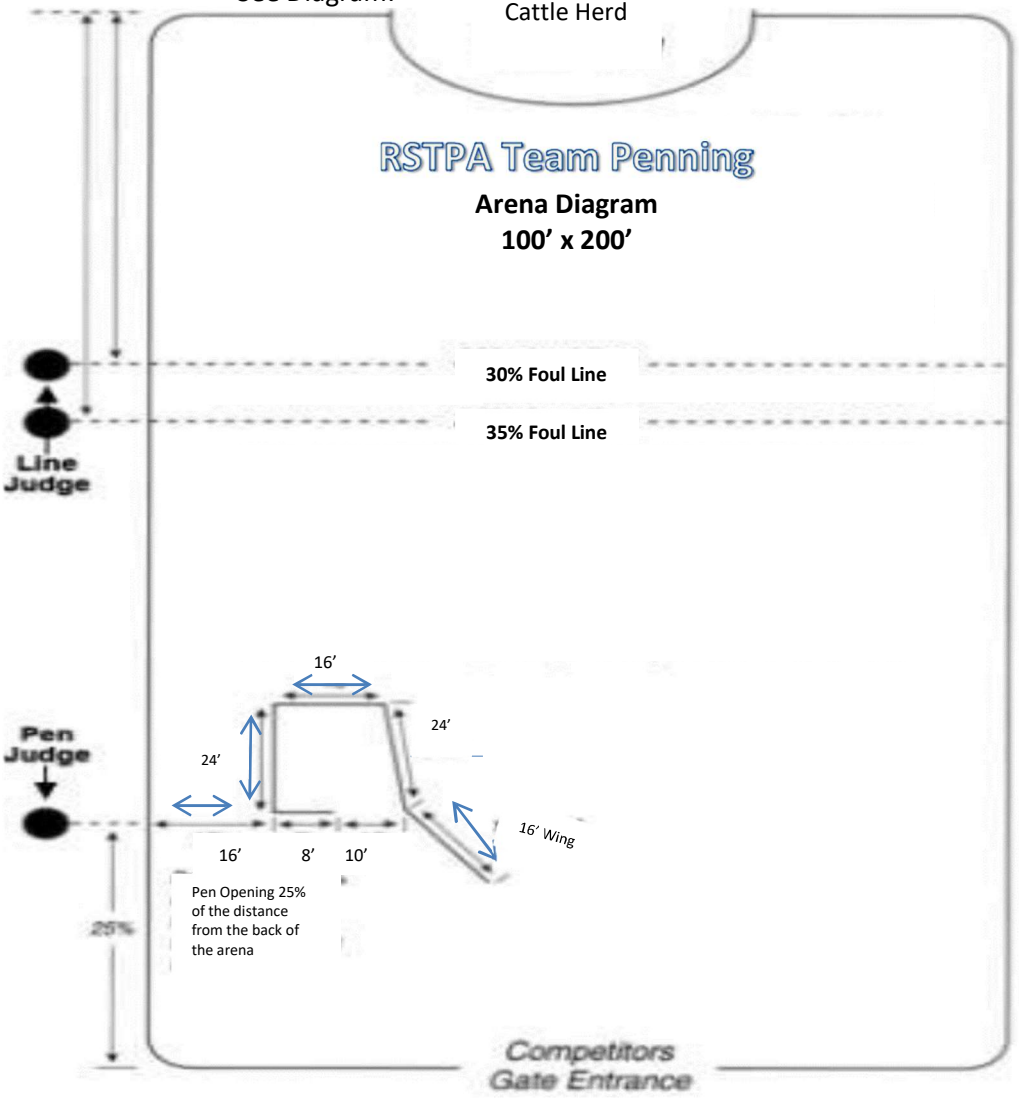
| # 4 HC | |
|---|---|
| 2 | -2 |
| 3 | -1 |
| 4 | 0 |

# Section 10

**Arena Arrangements**

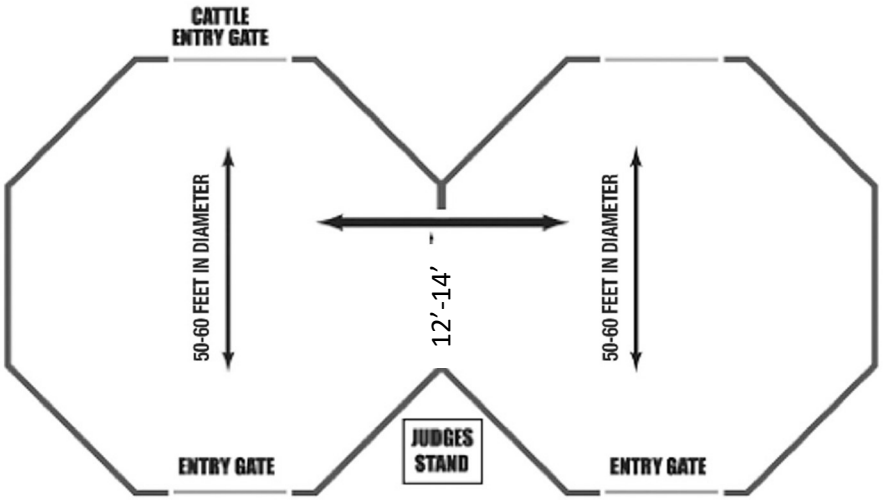
**10.1 Team Penning Arena**

See Diagram:

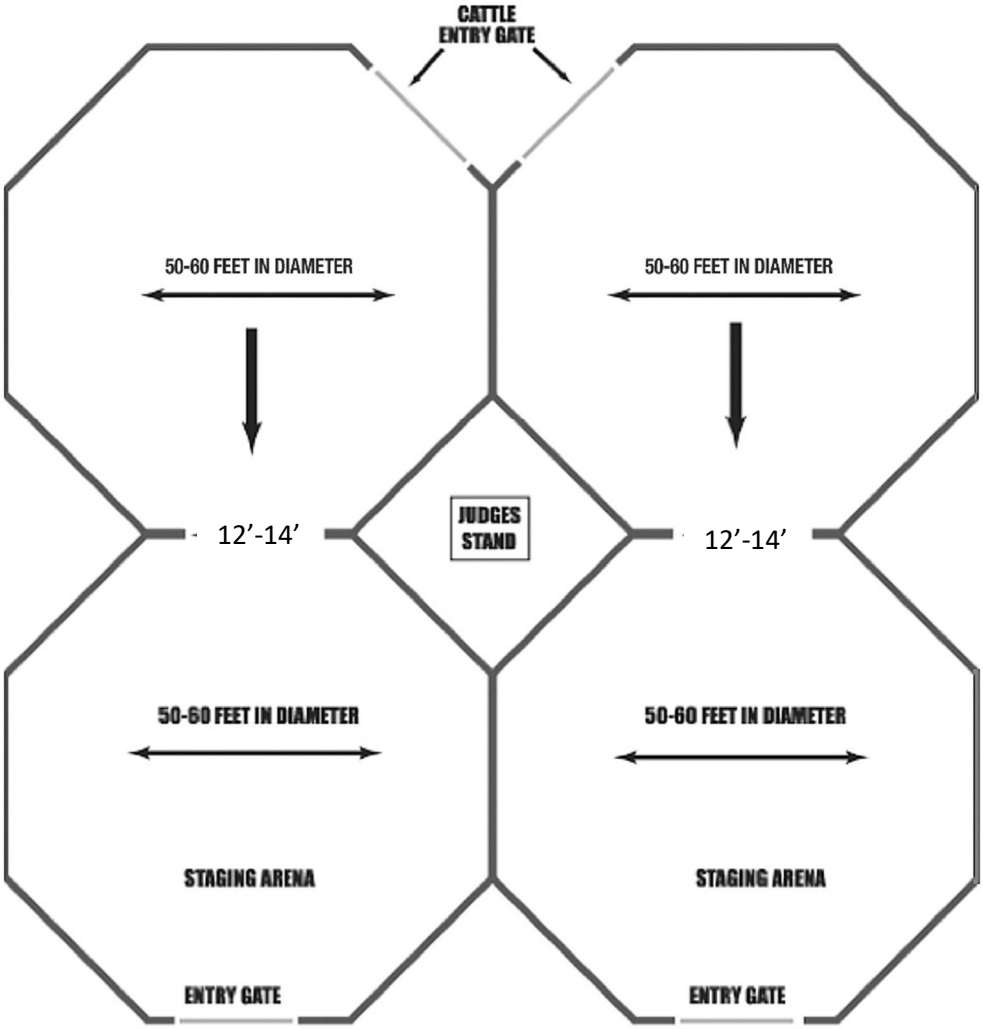


**10.2 Ranch Sorting Arena**

## SINGLE SORTING ARENA CONFIGURATION

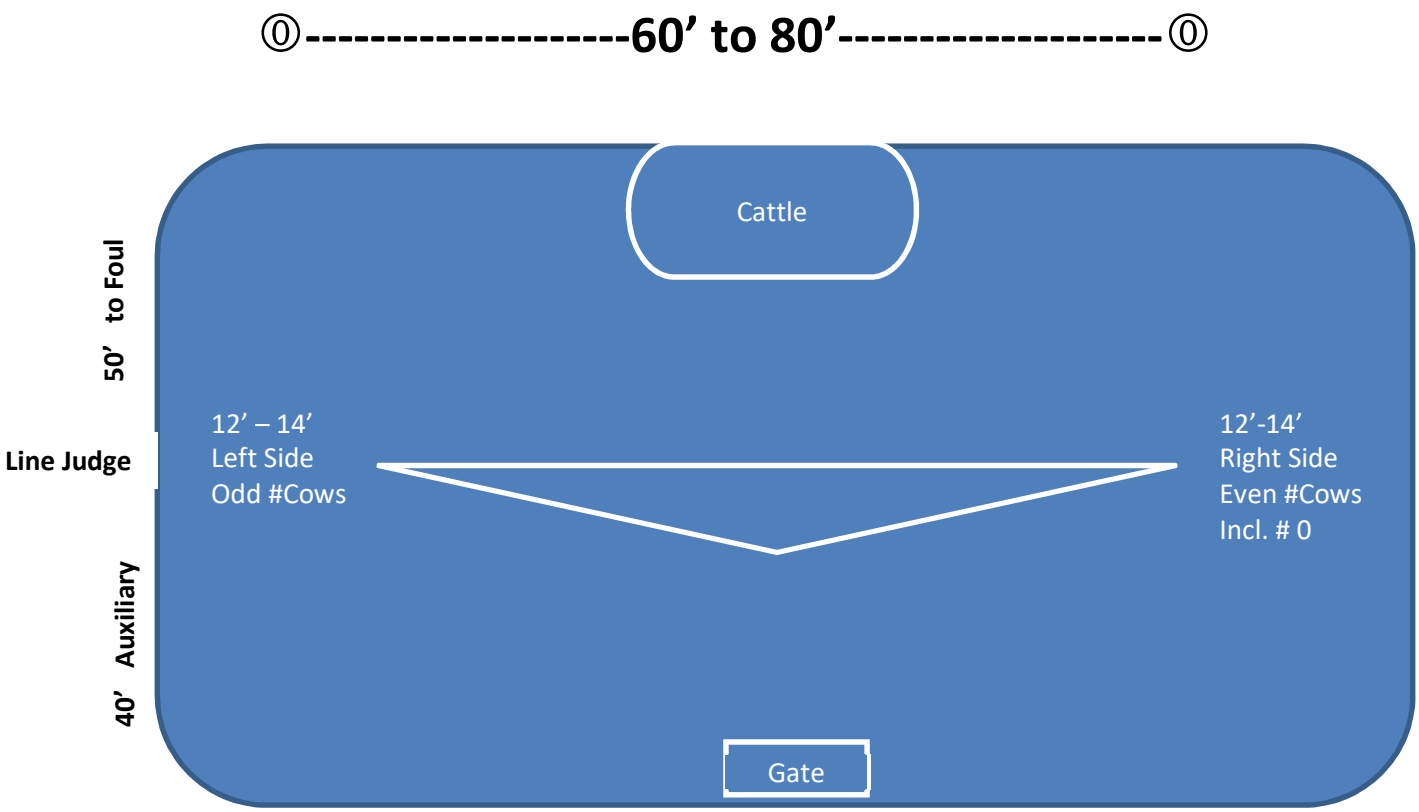



## DOUBLE SORTING ARENA CONFIGURATION




TEAMS ARE DIVIDED AND ARENAS DESIGNATED AS EVEN AND ODD.
RIDERS ENTER AT GATE AND STAGE IN ARENA WITH NO CATTLE.
AS ODD TEAM SORTS, EVEN TEAMS STAGE TO EMPTY ARENA UNTIL ODD TEAMS SORTS AND VICE VERSA.

**10.3 3 Man 2 Gate Arena**



# Section 11

**11.1 Disputes for Ranch Sorting, Team Penning, Open Arena Sorting & 3 Man 2 Gate**

A Team can dispute a run. A Protest must be lodged with the Judge before the Team exits the arena. The Team will then immediately file the protest with the Judge. Protest results shall be decided and announced immediately, and the Team will either get a re-ride on the same herd using the same number or the result at the time of occurrence, whether it was a no time or a time on that number of cattle.

# Section 12

**12.1 Mandatory Show Guidelines:**

**1. Conduct**

**A.** Each RSTPA Member shall follow the RSTPA Rules at all Sanctioned shows.

**B.** RSTPA has the right to disqualify any Member who acts in an unsportsmanlike, unreasonable or unprofessional manner. This includes abusive schooling of horses. Disqualified contestants forfeit all fees. Members will receive a warning and/or suspended/expelled from RSTPA. RSTPA reserves the right to revoke or refuse Membership.

**C.** An approved Judge shall be treated with courtesy, cooperation and respect. No person shall direct, abuse or use threatening conduct toward any Judge or Judges family, either in furtherance of his judging duties or as result thereof, whether the conduct occurs during a show, on the show grounds or off show grounds.

**D.** By virtue of paying an entry fee and competing in a sanctioned RSTPA Show, whether or not paid, RSTPA is granted permission by each Member to use his/her photographic images for the promotion of the sport.

**12.2 General Guidelines:**

**1. Approved Officials:** Judges must pass the RSTPA Judges Test, found on the website, and be approved by RSTPA. 2 Penning Judges & 1-time keeper. Back up timer is recommended. 1 Sorting Judge and 1-time keeper. The announcer may function as the judge and time keeper. All Judges, time keepers, & announcers will be compensated by the Show Producer.

**2. Judges:** Judge's decision is final. In the event of a dispute between Judges, the Producer will be the tiebreaker.

**3. Cancellation before End of Show:** If a show is cancelled due to weather or other extenuating circumstances before the final go, the last fully completed go will decide the winners of the Show. Decision to cancel the show shall be the decision of the Producer.

**4. Access to show Results:** A Show Producer shall have the access to the results any time after the conclusion of that class. At producer's discretion or rider's request a preliminary report of points or monies earned in each class shall be openly posted for Members to review.

**5. Rider Substitution:** In the event of substitution of a rider after a Team has made its original ride may be allowed at the discretion of the Judge for compassionate reasons. The Show Secretary must be notified to ensure that monies are awarded to the appropriate rider in each go. Substitute riders must be rated the same or lower then the rider they are replacing.

**6. Dress Code:** All Riders and Judges at an RSTPA Show must wear Western Attire. Western Hats are optional. No ball caps. Western Shirt tucked in and properly buttoned. Tank tops, ball caps and T-shirts will not be allowed. RSTPA recommends the use of helmets for all riders.

# Section 13

**Guidelines for RSTPA Show Officials**

**13.1 Guidelines for Judges:**

**1.** The Show Producer may select any reputable person to apply to become an RSTPA approved Judge. All Judges must take a test and be familiar with the RSTPA Rules.

**2.** The Judge is responsible for enforcing the RSTPA Rules and Class Procedures as outlined in the RSTPA Rulebook. The Judge is responsible for checking each herd as it enters the arena for correct head count, proper numbering and number readability. The Judge shall also watch for lame or crippled cattle.

**3.** Approved Judges will be placed on an RSTPA Approved Judges List on the RSTPA Website.

**4.** Judges must retake the test every 3 years.

**13.**2 **Guidelines for Announcer:** All RSTPA Announcers must be familiar with RSTPA Rules and General Guidelines.

**13.3 Guidelines for Time Keeper:** Show Producers may hire any reputable person as a Time Keeper.

**13.4 Guidelines for Show Secretary:** The Show Producer may select any reputable person to apply to become an RSTPA Approved Secretary. An Approved RSTPA Show Secretary must become familiar with both the RSTPA Rule Book and Software. The Show Secretary shall be the primary person responsible for the correctness of the entries and show results, including verifying Member eligibility.

**13.5 Guidelines for Producer:** The show Producer shall have the authority and responsibility to enforce all rules and ratings pertaining to the show. He /She may excuse any horse or exhibitor from the show prior to or during the judging for any infraction of rules or misconduct.

**13.6 Finals Qualification for Show Officials:** Show Officials include, Judges, Announcers, Secretaries & Cattle Herd Workers. Show Officials MUST ride in 1 show and work or ride 5 other shows to qualify for RSTPA Finals.

# Section 14

**Qualification Guideline for Finals:**

**1. All Members must attend 6 shows & at least 4 rides at each show to be eligible to attend the Finals and be qualified for Year End Prizes/Added Money at the Finals.**

**2. Youth Riders must attend 6 shows and must ride in the Youth Class at least 3 rides at each show to be eligible to attend the Year End Finals and Awards and added in the Youth Class.**

**3. Master Riders must attend 6 shows and must ride in the Masters class at least 3 rides at each show to be eligible to attend the Year End Finals and awards**

**4. Producers can have a maximum of 10 shows. The shows can be 1-3 days, but only count as 1 show.**

**5. Riders top 10 pointed shows will count towards year end awards.**

**6. Rider points will be accumulated from all shows attended throughout the year 10k shows will be double pointed & 15k shows will be double pointed and double qualifier (Will count as 2 shows). Awards will be given for the top 5 Riders in each division 1-7. Year End award will be presented at the Awards Ceremony during RSTPA Finals**