



# Official 2023 RSTPA Rule Book

# **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.

We are a membership focused association, 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 \$40.00 per person. Lifetime Membership fee is \$200.00. All NEW memberships are FREE for the first year. Annual Memberships are valid for one year, beginning and ending after the RSTPA National 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 \$20.00 each.

### 1.3 Youth Memberships:

Any youth, 12 years of age or younger as of January 1<sup>st</sup> 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:

Participants 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 any RSTPA show office, prior to the show or class he/she is entering. Participants can purchase 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 sanctioned event, the participant is representing that they are in compliance with RSTPA 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.

### 0.3 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.

### 0.3 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 fee due to RSTPA. If the outstanding debt is not settled within 30 days, the member or non-member will be suspended until the debt is satisfied.

## Section 2 – Ratings

### Ratings

#### 2.1 Rating Definitions:

**#1 Beginner** – Novice rider who is just starting out or a rider that has competed but has not shown any adequate improvement in their rating will be rated according to their 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 level.

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

**Senior Youth** – Any youth rider aged 13-16 as of January 1<sup>st</sup> of the current year.

**Junior Youth** – Any youth rider aged 12 and under as of January 1<sup>st</sup> 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 event, it is the members responsibility to answer all questions accurately and completely 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 RSTPA rating committee will assign the members rating. The rating committee will review ratings of all new members and may reassign a rating in accordance with these rules.

Four criteria will be used by the rating committee to determine a riders rating:

**1** – Win/Loss ratio which tracks money won and money spent. The money won will be divided by money spent providing a win/loss ratio. Example: If you win half of what you spend your ratio would be .5

**0** – Horsemanship skills as well as the riders overall ability to ride.

**0** – Quality of horses being used.

**4** – 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:** The RSTPA rating committee may reevaluate 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 their current and/or new rating. All rating changes must be approved by the RSTPA Office.

\*Members who wish to have their rating lowered, can do so in WRITING or E-MAIL to the RSTPA Administrative Office. Email requests may be sent to: [rstopoffice@yahoo.com](mailto:rstopoffice@yahoo.com) Mail requests may be sent to 40 East Finley Road, Bridgeton, NJ 08302

\*If the request is denied, the member must ride in 3 shows before emailing a new request.

## Section 3 – Team Penning Classes

### 3.1 Standard Team Penning Classes

**1. Classes:** RSTPA Sanctioned events will include any or all 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 page 13, section 9.3. Producers may apply for special sanctioning to include special sub-classes to enhance participation at an RSTPA sanctioned event.

**3. Mandatory Classes:** Producers are required to run a minimum of 3 team penning classes to qualify as a sanctioned event. Mandatory classes are: All Levels (Open), #6 or #7 HC 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.

### 3.2 Team Penning Class Descriptions

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

**2. #12 HC, #10 HC, #7 HC, #6 Novice HC (riders rated #3 & under):** 1 mandatory draw, may pick 5 or draw all. Total team rating cannot exceed the 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 limits.

**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 limits.

### 3.3 Youth & Youth/Master Classes

**1. Youth/Master HC:** Mandatory 3 rides. All Draw. Open to senior and junior youth. Team must consist of youth members 16 years of age and under as of January 1<sup>st</sup> of current year and a master rider of at least 50 years of age the day of the show. There will be no caps. Junior and senior points will be kept separately. Master points will 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 on a 60 second clock. The payback will be the Producer's discretion with a minimum of 50% payback.

**2. Senior & Junior Youth HC:** Mandatory 3 rides/All Draw. Open to senior and junior youth. Team must consist of 3 youth members 16 years of age and under as of January 1<sup>st</sup> of the current year. Senior and junior points will be kept separately. There will be a #6 cap in the sort and a #8 cap in the penning. The youth class will have one go and top ten, run a 60 second clock in the sort and a 75 second clock for the penning is optional to the producer. The payback will be at the Producer's discretion with a minimum of 50% payback. 80% payback is recommended.

## Section 4 – Team Penning Rules

### 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 heads of cattle with the assigned number. Most cattle with the fastest time wins.

**A. Time Limit:** The 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 of 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 manner 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 enters 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 Classes at their discretion.

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

- A.** In the event the team is given a number that has already been used within a set of cattle, a re-run must be given IMMEDIATELY upon discovery, 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 based on the Judge's discretion. 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, unidentified, or dangerous animal before committing to the cattle; the team must notify the Judge. Once the team is committed to the cattle, no re-rides 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. A team cannot protest a herd that has been successfully penned on.
- D.** As each new team begins a run, there should be 30 head in the arena. If a team draws a number where more or less than 3 identical numbers are in the arena at the time of 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 team penning. The Producer has the option to run less than 10 teams per herd to equally divide teams among sets. All options shall be decided and announced before the 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 through 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 'No Time' for the team.

#### **9. Arena Layout**

Suggested 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 25% of the distance from the arena back wall but shall not be less than 55' from the arena back wall. \*Please 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 sanctioned events must have a readable display clock. Electric eye will not be used to start time. In the event of an extreme malfunction, the Producer may determine how and whether to proceed with the show.

## Section 5 – Ranch Sorting

### 5.1 Standard Ranch Sorting Classes

1. RSTPA sanctioned events 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 years old), Junior or Senior Youth or combined youth, and Round Robin.
2. **Handicap System:** The handicap in all RSTPA sanctioned events 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 page 13 section 9.4). Producers may apply for special sanctioning to include subclasses to enhance participation at a sanctioned event.
3. **Mandatory Classes:** Producers are required to run a minimum of 3 sorting classes to qualify as an RSTPA sanctioned event. Mandatory classes are: All Levels HC, one Novice Class and at least one other class of their discretion.
4. **Round Robins:** Can be RSTPA sanctioned and be used as a qualifying class so long as it is part of a weekend show that consists of a minimum of 3 sorting classes. Special sanctions can be requested for a weekend of round robins with a minimum of 3 other classes. Mandatory classes are: All Levels HC, one Novice Class and at least one other class of their discretion.

### 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 limits.
2. **All Other Classes:** 1 Mandatory Draw, may pick or draw up to 5 more rides. Total team rating cannot exceed the class cap. 6 ride limits.
3. **Senior & Junior Youth HC:** Up to 4 rides/All Draw. Open to senior & junior youth. Team must consist of two youth members 16 years of age and under as of January 1<sup>st</sup> of the current year. Senior & junior 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 at the Producer's discretion with a minimum of 50% payback. 80% payback is recommended.
4. **Youth/Masters:** Up to 4 rides/All Draw. One senior or junior youth member (16 years of age and under as of January 1<sup>st</sup> of the current year) rides with a Master (50 years of age or older as of show date). The highest team rating will determine the handicap. The payback will be at 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 remain in the gate only and allow the #2 or below rider to sort. The total team rating cannot exceed the class cap. 6 ride limit.
6. **Ranch Hand:** In this class there is a designated sorter. Members can ride together twice if they change the designated sorter. Riders can ride 5 times in each role. This class has a 10-ride limit with one 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 Producer's 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 – Ranch Sorting Rules

### 6.1 Ranch Sorting Rules

1. **Object of Ranch Sorting:** Ranch Sorting is a 2 Man team sorting. 10 cattle will be 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 a blank cow starts across or the team will receive a 'No Time'.

**4. Placings:** Teams sorting in 3 goes will place higher than teams sorting in 2 goes. Teams sorting 2 goes will place higher than 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 sanctioned events.

**6. Time Limits:** 60 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 the first run at the Judge's discretion. It is the Judge's responsibility to see that cattle herds are settled as needed.

The Producer has the following three options for settling cattle:

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 strictly prohibited. Any form or manner 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 result in a 'No Time'.

## 6.4 Reasons for Re-Ride Ranch Sorting

**1. Number already called:** If a 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 with the time 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-rides 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 the calf leaves can be given if a cow leaves the arena. All re-rides will occur immediately 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 and committing to the herd 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 cow in question is replaced. No re-rides will be given to the previous teams.

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

**B. Inconsistent or Dangerous Cattle:** The cow must be blatantly dangerous to accept a protest. A team cannot protest a herd that has been successfully sorted on, regardless of cattle number called for the successful team. This is called luck of the draw. There will be no re-rides for inconsistent cattle unless protested. The protest must be initiated prior to the team committing to the herd.

**The Judge has 3 options:**

1. Deny the protest
2. Do the ride with protest and Judge will make the final decision.

**\*The protesting Team MUST make an honest attempt to stop the protested cow\***

3. Accept the protest and replace the protested cow. The protesting team will get an immediate re-ride using the same numbered cattle. No re-rides will be given to previous teams.

## Section 7 – 3 Man 2 Gate Sorting

### 7.1 3 Man 2 Gate Sorting

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 cows numbered 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 through the right gate and odd numbered cattle are brought through 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 cattle numbered 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 opposite 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 – Entries and Rounds

### 8.1 Entries and Number of Goes

1. **Minimum Goes for Team Penning and all 3 Man Classes:** Classes with more than 50 teams: The producer has the option to include a minimum of a first go, 30% back to second go and then top 10. Classes with 50 or less teams in the first go will go directly to the top 10. Producer's discretion for a second go. The second go will have a cap of 75 teams.
2. **Minimum Goes for Ranch Sorting:** Classes with more than 75 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 75 Teams or less in the first go, will go directly to the top 10. Producer's discretion for a second go. The second go will have a cap of 75 teams.
3. **Entry Fee of \$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 the entry fee is \$35.00 or less not including sanction fees.
4. All classes are Pick 5 Draw 1 or Draw All, except for the Youth, Youth/Masters, and All Levels. RSTPA recommends Pick 1 Draw 1 for All Levels Classes, but the Producer has the discretion to do All Draw or Pick 5 Draw 1.
5. **Payback Percentage:** Producer's option, with a minimum of 50% payback. All Classes have an additional \$3.00 per ride/per rider sanctioning Fee.
6. **Running Order:** All classes are progressive, meaning you must sort in each go to advance. Zero 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 ratings prior to competition. That is the responsibility of the competitors. However, at payout, the Producer will check the team members ratings. Teams exceeding the class number, combined rider classifications or handicaps as defined under classes, will forfeit all monies won. In the event of a forfeiture, all places and monies will be distributed to each of the next placing teams in descending order regardless of if any of those teams did or did not ride in the short or final go. Example: A class paying 5 places and the 1<sup>st</sup> place team is eliminated, the 2<sup>nd</sup> place team moves to 1<sup>st</sup> place, 3<sup>rd</sup> place to 2<sup>nd</sup>, etc.

**9. Entering with Same Partner:** 2-3 member teams are permitted to ride together only once in each class, unless it is 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. If no notice is provided; the entry fees are forfeited to the class pot. If 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. If a team member fails to notify an RSTPA official 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 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 Schedule, and Points

### 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 at and after 101 teams.

## 9.2 Points Chart

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

The 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 or more Teams & Shows with \$10,000 or more in added money will be awarded Double Points. Points will be awarded to the top 10 places regardless of 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

\*The Sr Youth Penning HC will be the highest rated team.

All Levels HC	
Team Rating	Total HC
3	-9
4	-8.5
5	-8
6	-7.5
7	-7
8	-6.5
9	-6
1	-5.5
11	-5
12	-4.5
13	-4
14	-3.5
15	-3
16	-2.5
17	-2
18	-1.5
19	-1
20	-0.5
21	0

#12 HC	
Team Rating	Total HC
3	-4.5
4	-4
5	-3.5
6	-3
7	-2.5
8	-2
9	-1.5
10	-1
11	0.5
12	0

#10 HC	
Team Rating	Total HC
3	-3.5
4	-3
5	-2.5
6	-2
7	-1.5
8	-1
9	-0.5
10	0

#7 HC	
Team Rating	Total HC
3	-2
4	-1.5
5	-1
6	-0.5
7	0

### 9.4 Ranch Sorting HC Quick Reference Chart

<b>All Levels HC</b>	
Team Rating	Total 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

<b>#8 HC</b>	
Team Rating	Total HC
2	
3	-5
4	-5
5	-3
6	-2
7	-1
8	0

<b>#6 HC</b>	
Team Rating	Total HC
2	-4
3	-3
4	-2
5	-1
6	0

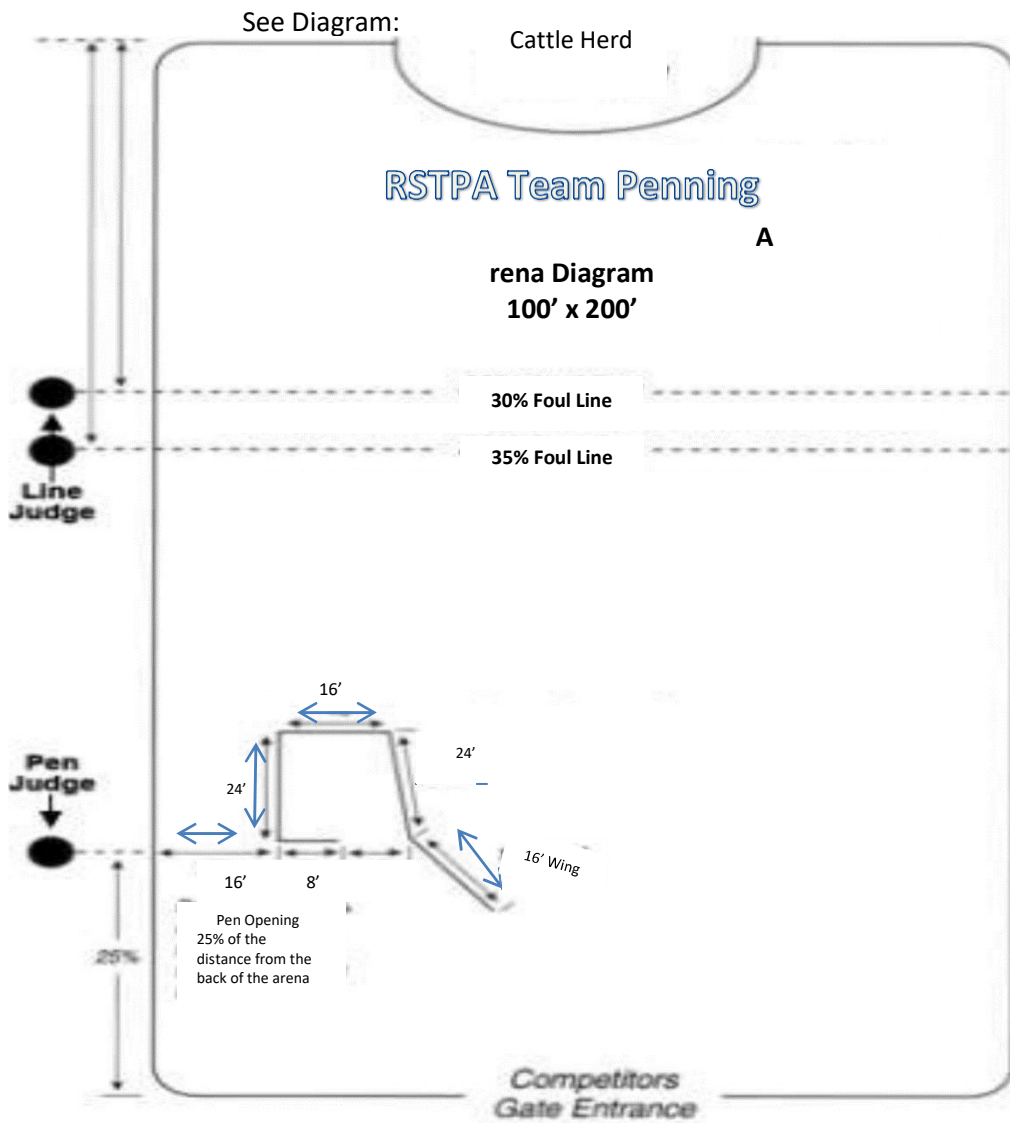
<b>Rookie #9 HC</b>	
Team Rating	Total HC
2	-7
3	-6
4	-5
5	-4
6	-3
7	-2
8	-1
9	0

<b>#4 HC</b>	
Team Rating	Total HC
2	-2
3	-1
4	0

# Section 10 – Arena Arrangements

## Arena Arrangements

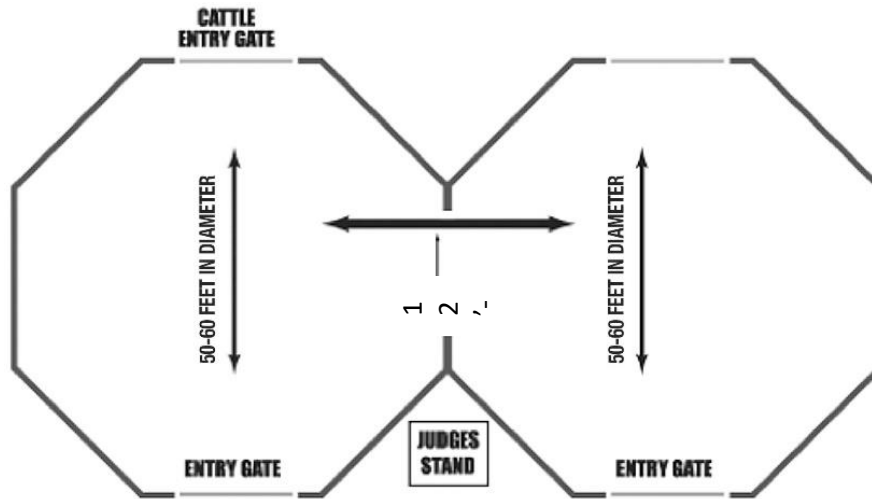
### 10.1 Team Penning Arena



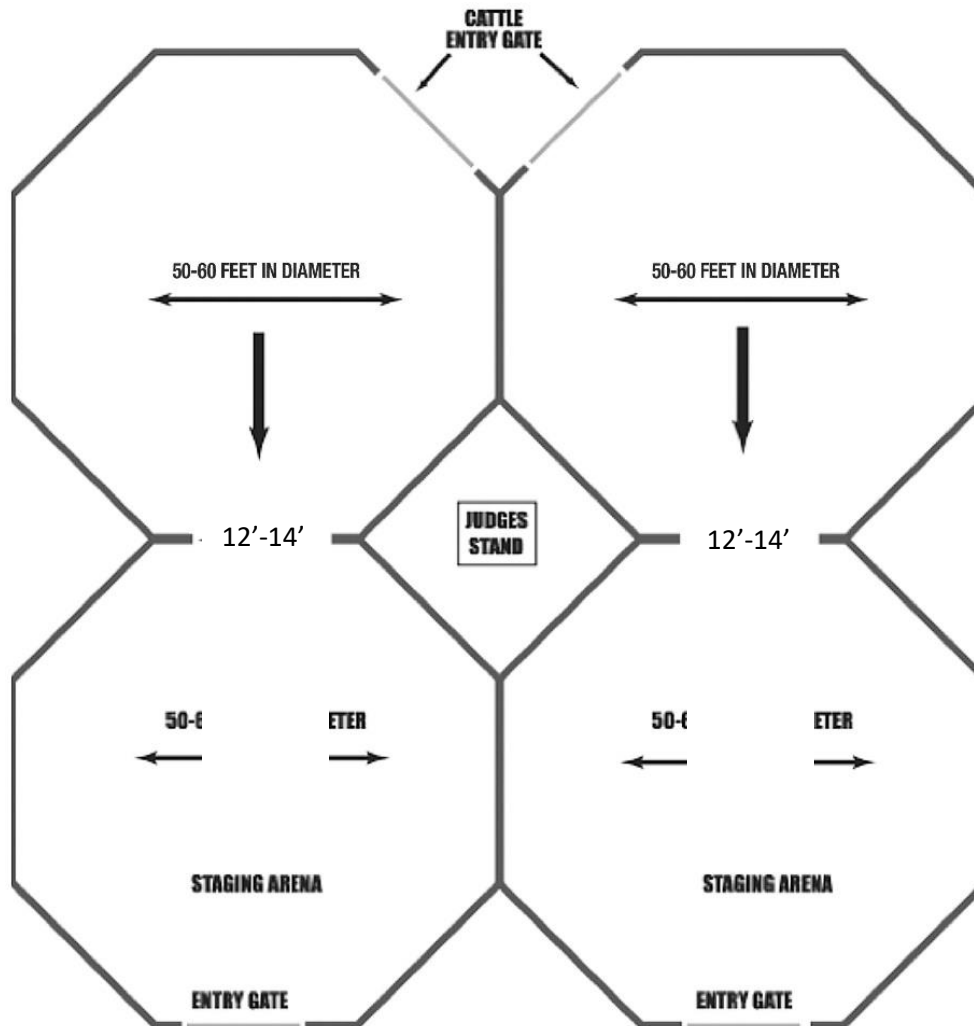


## 10.2 Ranch Sorting Arena

### SINGLE SORTING ARENA CONFIGURATION



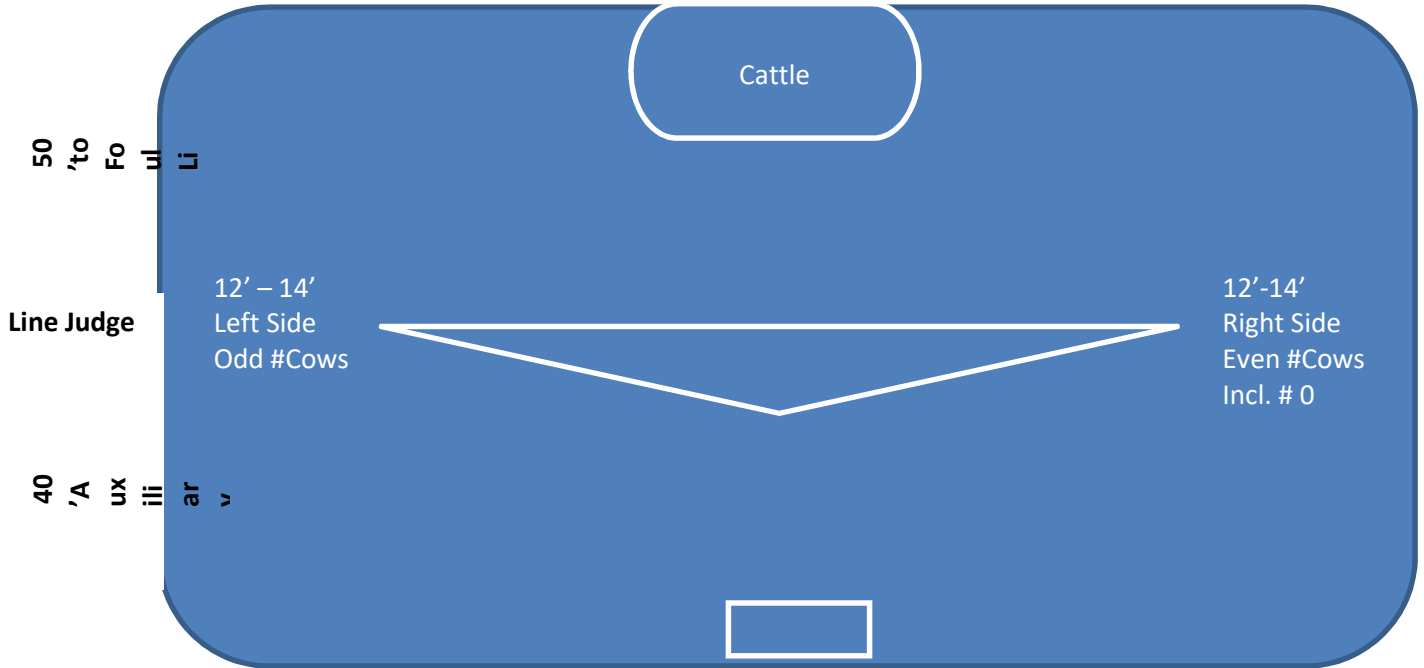
### DOUBLE SORTING ARENA CONFIGURATION



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

①-----60' to 80'-----①



## Section 11 – Disputes

### 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 – Mandatory Show Guidelines

### 12.1 Mandatory Show Guidelines:

#### 1. Conduct

- A. All RSTPA members shall follow the official RSTPA rules and regulations at all sanctioned events.
- 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 may be suspended and/or expelled from RSTPA. RSTPA reserves the right to revoke or refuse membership.
- C. Judges/Directors/Producers shall be treated with courtesy, cooperation, and respect. No person shall direct, abuse or use threatening conduct toward any Judge, Judges family, RSTPA Director or Producer either in furtherance of their Judging and/or event duties/responsibilities or as result thereof, whether the conduct occurs during a show, on the show grounds or off show grounds RSTPA reserves the right to disqualify a contestant from the class and could be suspended from RSTPA. Disqualified contestants forfeit all fees.
- D. By virtue of paying an entry fee and competing in a sanctioned RSTPA event, 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. The test can be found on the website. The test must be reviewed and approved by an RSTPA Director. For team penning classes there must be two Judges and one timekeeper. A back up timer is recommended for all sanctioned events. For ranch sorting classes there must be one sorting Judge and one timekeeper. The announcer may function as the judge and timekeeper. All Judges, timekeepers and announcers must be compensated by the Show Producer.
- 2. Judges:** The Judge's decision is final. In the event of a dispute between Judges, the Producer will be the ruling will be at the discretion of the Producer.
- 3. Cancellation Before End of Class/Show:** If a class/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 class/show. Decision to cancel the class/show shall be at the discretion of the Producer.
- 4. Access to Show Results:** Producers shall have access to the results any time after the conclusion of that class. At Producer's discretion or riders request a preliminary report of points or monies earned in each class may 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 than the rider they are replacing.
- 6. Dress Code:** All riders, Judges, announcers, timekeepers, and gate persons at any RSTPA sanctioned event must wear western attire. Western hats are optional. Ball caps are prohibited. Western shirts must be tucked in and properly buttoned. Tank tops and t-shirts will not be allowed. RSTPA recommends the use of helmets for all riders.

## Section 13 – Guidelines for Show Officials

### Guidelines for RSTPA Show Officials

#### 13.1 Guidelines for Judges:

1. The Producer may select any reputable person to apply to become an RSTPA approved Judge. All Judges must take the RSTPA Judge's 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, crippled or otherwise injured 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 Announcers:** All RSTPA Announcers must be familiar with RSTPA Rules and General Guidelines.

**13.3 Guidelines for Timekeeper:** Producers may hire any reputable person as a timekeeper.

**13.4 Guidelines for Show Secretary:** Producers 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 computer 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:** Producer shall have the authority and responsibility to enforce all rules and ratings pertaining to the show. Producers may excuse any horse or exhibitor from the show prior to the show 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 for National Finals

### 14.1 Qualification Guideline for National Finals:

1. All Members must attend 6 shows & at least 6 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 for Year End Awards in the Youth Class.
3. Master Riders must attend 6 shows and must ride in the master's class at least 3 rides at each show to be eligible to attend the Year End Finals and awards.
4. Dash for Cash Riders must attend 6 shows and must ride in the class a minimum of 2 rides at each show to be eligible to ride this class in the finals.
5. Producers can have a maximum of 10 shows. The shows can be 1-3 days, but only count as 1 show.
6. All points will be accumulated and will count from all shows attended throughout the year towards Year End Awards. \$10,000 or more added money shows will be double pointed \$15,000 or more added money shows will be double pointed and double qualifiers.

## Section 15 – Qualification for Special Classes

### 15.1 Qualification Guideline for Futurity Prospect

1. Rider and Partner must be eligible to ride at the RSTPA National Finals, to ride in the Futurity Finals.
2. \$1000.00 nomination fee per horse which will be paid back 80% at the RSTPA Finals for 2023.  
Nomination payback money will only be awarded to the futurity horse at the Finals. Payback at the Finals will be 1 placing for every 4 entries with a cap of 5 places. Nomination fee must be paid at Horse's 1<sup>st</sup> Show and Nomination Fee may be paid by anyone. If a horse is sold, the nomination fee transfers with the horse.
3. Open to all 3- and 4-year-old horses as of January 1<sup>st</sup> of this year. Copies of horse papers must be turned into the show office for verification and each horse will be assigned a number, and the number must be attached to the pad when they enter the futurity class. Rider does not have to be the owner of the horse. Riders may ride more than 1 horse, with a cap of 3 horses. Non-nominated partners may ride a maximum of 3 rides.
4. The horse must show in at least 1 class throughout the year where it is offered. This class will be offered at all \$10,000 and above added shows.
  - A. **A #10 HC Futurity Sorting Class will be offered.** One entry per Futurity Horse, must switch partners. No duplicated teams. Partners are required to ride a non-Futurity horse. Non-Futurity horses are not eligible at the Finals for the nomination payback but are eligible for Day Money and added money." Futurity horses are required to make the first cut in the herd, and this will apply to all goes".
  - B. **\$10,000 & Above Added Show Entry Fee for the #10 HC Futurity Class** - The entry fee will be \$75 per rider/\$150 per team plus RSTPA sanctioning fees, with a 70% payback. This class will be 2 goes and then the top 10 to the Finals (Any qualified time in the 1<sup>st</sup> go will advance to the 2<sup>nd</sup> go) you must sort to advance in all goes. Anything in 3 goes will beat anything in 2 goes. Payback in the Futurity will be 1 placing for every 4 teams, with a cap of 5 placings using RSTPA stated pay table.
  - C. **Finals Entry Fee for the #10HC Futurity Class---** Your partner must be on a non-Futurity horse and will be able to ride for the Day Money. The entry fee will be \$150 per rider/\$300 per team plus RSTPA sanctioning fees, with an 70% payback. Payback in the Futurity Day Money/Added Money will be 1 placing for every 4 teams, with a cap of 5 placings using RSTPA stated pay table. This class will be 2 goes and then the top 10 to the Finals (Any qualified time in the 1<sup>st</sup> go will advance to the 2<sup>nd</sup> go) you must sort to advance in all goes. Anything in 3 goes will beat anything in 2 goes. Consistency over Cattle. At The RSTPA Finals the horse with the most points in this class will receive The Futurity Horse of The Year Champion award.
  - D. **Bounty at the Finals Futurity--**If any 3-year-old wins the Futurity, an additional \$1,000 Bounty will be paid out. If a 3-year-old does not win, the money will be rolled over for the following year with an additional \$1,000 added to the pot.
  - E. Entries for the Futurity class must be entered no later than the night before the class.

## 15.2 Qualification Guidelines for Maturity Prospect

1. Rider and Partner must be eligible to ride at the RSTPA Finals, to ride in the Maturity Finals.
2. \$500.00 nomination fee per horse which will be paid back 80% at the RSTPA Finals for 2023. Nomination payback money will only be awarded to the maturity horse at the Finals. Payback at the Finals will be 1 placing for every 5 entries with a cap of 5 places. Nomination fee must be paid at the horse's 1<sup>st</sup> Show. Nomination Fee may be paid by anyone. If the horse is sold, nomination fee transfers with the horse.
3. Open to all 5-year-old and older horses as of January 1, 2023. Copies of horse's papers must be turned into the show office for verification and each horse will be assigned a number, and the number must be attached to the pad when they enter the maturity class. Rider does not have to be the owner of the horse. Riders may ride more than 1 horse, with a cap of 4 horses. Non-nominated partners may ride a maximum of 4 rides.
4. The horse must show in at least 1 class throughout the year where it is offered. These classes will be offered at all \$10,000 and up added shows for the 2023 Season.

- A. A #9 HC Maturity Sorting Class will be offered. One entry per Maturity Horse, must switch partners. No duplicated teams. Partners are not required to ride a Nominated Maturity horse but are permitted if they desire. The non-nominated any age horse are not eligible at the Finals for the nomination payback but are eligible for Day Money and added monies.
- B. \$10,000 & Above Added Show Entry Fee for the #9HC Maturity Class--The entry fee will be \$75 per rider/\$150 per team plus RSTPA sanctioning fees with a 70% payback. Payback in the Maturity will be 1 placing for every 5 teams with a cap of 5 placings using RSTPA stated pay table. This class will be 2 go's and then a top 10 to the finals. (Any qualified time in the 1<sup>st</sup> go will advance to the 2<sup>nd</sup> go) you must sort to advance in all goes.
- C. Finals Entry Fee for the #9 HC Maturity Class--At the Finals, the Maturity Class will be a # 9 HC. Your partner may be on a non-nominated any age horse and will be able to ride for the Day Money and added monies. The entry fee will be \$100 per rider/\$200 per team plus RSTPA sanctioning fees with a 70% payback. Payback will be 1 for every 5 teams with a cap of 5 placings. This class will be 2 goes and then the Top 10 to the finals. (Any qualified time in the 1<sup>st</sup> go will advance to the 2<sup>nd</sup> go) you must sort to advance in all goes. If two maturity nominated horses decide to ride together as a team, they will split the nomination monies equally for that placing. If a Maturity horse rides with a non-nominated horse, then the Maturity horse will get 100% of the nomination monies for their placing. At the RSTPA National Finals the horse with the most points in this class will receive The Horse of the Year Champion award.
- D. Entries for the Maturity class must be entered no later than the night before the class.

### **15.3 Qualification Guidelines for the #9 HC Dash for Cash Class**

1. Rider must be qualified to ride at the RSTPA National Finals to compete in the #9 Dash for Cash class at Finals
2. The entry fee will be \$100 per rider/\$200 per team plus sanctioning fees 50% Payback. The producer will receive 25% for hosting the class and RSTPA will receive 25% which will be paid back 80% as added money at the 2023 RSTPA National Finals. Guaranteed Minimum Of \$20,000 added
3. This is a full 10 to 1 pointed class and all points will be added to the riders total Year End points.
4. Open to all riders with a team rating that does not exceed the cap.
5. The rider must ride 2 times in the class with a mandatory 1 draw (6 ride limit) with no duplicate pick teams at a minimum of 6 shows to be qualified to ride in this class at the RSTPA National Finals. This class will be offered at all RSTPA sanctioned events.
6. This class will have a mandatory 3 goes at 30 teams, with minimum of 10 qualified teams back to the second go. You must sort to advance. RSTPA Pay Table applies.
7. **Finals Entry Fee for the # 9 Dash for Cash Class-** At the finals the #9 Dash for Cash class will be \$100 per rider/\$200 per team plus RSTPA sanctioning fees with a 70% payback. Payback will be 1 for every 5 teams (up to 25 teams), and paying 1 more place for every additional 25 teams with a 10-team cap. If the added money is at \$30,000 or more the class will pay 10 spots. The added monies will be paid out to the top 10 teams regardless of team count or added monies amount. The # 9 Dash for Cash Class will be 3 goes, 30% back to the second go then the top 10. You must sort to advance.
8. RSTPA rules apply.

## **Section 16 -Added Monies Shows**

### **16.1 Guidelines for Round Rules**

1. All Added Monies classes except the youth classes will be 2 go's and a top 10 in a case of not having enough teams in a class to bring back 10 teams to the 2<sup>nd</sup> go the show secretary will adjust the 2<sup>nd</sup> go to 10 teams coming back. All qualified teams will go back to the top 10.