



CASCADE TEAM PENNING ASSOCIATION

PENNING-SORTING RULES/POINTS/ PAYBACK

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PENNING RULES

1. **Time Limit.** Within a 60 or 75-second time limit, a team (consisting of three riders on the first go round) must cut out from the herd and pen one or more head of cattle with the assigned (same) identity number to receive a time. The time limit of 60 or 75 seconds will be Promoter's option and shall be so stated on the Promoter's flyer, as stated in the Promoter's contract and subject to Rule 16 below.
2. **Settling of Herds.** There will be 30 cattle in the arena with visible 0-9 numbers. Fresh herds will be settled for a minimum of three minutes, bunched in the center of the arena, one rider arching back and forth in front of the herd, then rolled two-to-three times from center to each side of the arena (depending on the cattle.) Prior to the actual settling, herds will be bunched in the center for the appropriate amount of time to allow the cattle to relax and stop moving. There will be no more than four line holders and only one person in the herd. All settlers will be CTPA rating of 3 or higher for all fresh herds. The herds will be settled just prior to being used or all herds may be settled just prior to the start of the day's event. Line riders are to be attentive and aware of cattle movement and the physical shape of the cattle. It is the Promoter's option to move the cattle up the arena in a controlled manner toward the pen end, allowed to relax and then drifted through the pen toward the cattle end of the arena where the cattle will be allowed to relax for an additional 30 seconds before being removed from the arena.
3. **Start.** All cattle will be bunched on the cattle side of the starting line between the designated markers which shall be between 38-40 feet at the central portion of the back wall before the time begins. The Judge will raise the flag to signal when the arena is ready. Announcer will acknowledge the cattle are ready, and the riders must **immediately** advance to the herd. (The herd settlers are to leave the herd at the time the number is given, except with three holders, the middle holder to leave when flag is up.) Contestants will be given their randomly drawn cattle penning number when the Judge drops his flag as the nose of the first horse crosses the starting line. No rider may enter the arena after the flag is dropped by the line Judge. Any delay will be a disqualification.
4. **Calling for Time.** To call for time, one rider must stand in the gate and raise a hand for the flag. 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. If a rider calls for time and the cattle are not fully in the pen, the team will receive a "no time". However, time continues until all unpenning cattle are on the cattle side of the starting line. In the event an animal, or any part of an animal, escapes from the pen, after time is called for but prior to the time that any unpenning cattle are on the cattle side of the starting line, the team will be judged a "no-time." One horse and rider must be on the pen side of the foul line before time is given.
5. **Calling for Time on Less Than Three Head.** A team may call for time with only one or two assigned cattle penned. However, a team penning three head of cattle places higher than two, or one, regardless of time. In multiple go-round contests, in the event that a team pens their cattle in only one go-round, the fastest time wins, regardless of which go-round. Also, in multiple go-round contests, teams that pen in each go-round will beat teams that fail to pen in a go-round, regardless of the number of cattle penned or time. For example:

<i>Times in 3 go-rounds, beat time in 2 go-rounds. Times in 2 go-rounds, beat times in 1 go-round. Times in 1 go-round, beats a no-time.</i>
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6. **Calling for Time With Wrong Cattle Number.** A team calling for time with any wronged numbered cattle in the pen will be judged a “no-time.”
7. **Too Many Cattle.** A team will be judged a “no-time” if more than one wrong-numbered cow crosses the start/foul line at any one time. (Two trash rule.) Crossing the start/foul line means any part of the cow breaks over the start/foul line.
8. **Cattle Contact.** Contact with cattle by hands, hats, ropes, bats, rommel or any other equipment is a disqualification. A team exhibiting any unnecessary roughness will be judged a “no-time.” (See Rule No. 13 for “Roughing” definition.) No hazing is permitted. Hazing by dismounted rider is prohibited and will result in a “no-time.” Only horse schooling equipment, such as reins, may be swung or popped on horse, or empty hands popped on chaps or legs is a “no-time.” Only horse schooling equipment, such as reins, may be swung or popped on horse, or empty hands popped on chaps or legs.
9. **Rider Delay.** 30 seconds after the first call by announcer, the team must be in the arena ready to ride. Any delay will be judged a disqualification at Judge’s discretion.
10. **Rerides.**
 - a. **Misnumbered Cattle.** As each new team begins a run, there should be no more or less than 30 head of cattle in the arena. In the event that more or less than three identical numbers are in the arena and is the number given **the team riding**, a full rerun must be given **at the end of the herd** and the affected team may better their time. Times for all other teams within such a misnumbered herd will remain the same.
 - b. **Duplicate Number.** In the event a team is given a number that has already been used within a given herd, a rerun must be given **immediately** using the correct number within the same herd. A team may better their time on the rerun. Should the error be discovered after their herd has been removed from the arena, then the *rerun will be given at the end of the total go-round, using the same herd.*
 - c. **Escaping Animal.** If an animal with the assigned number leaves the arena either through or over the fence, the team can either be disqualified for unnecessary roughness or be given a rerun depending on the observing Judge’s decision, who will record the time of occurrence. If a team continues to work/pen cattle after an assigned number leaves the arena, they have accepted the cattle as is and the time/no-time stands. If a rerun is given, it will be given **at the end of the herd**. If no fresh cattle are available for reruns, the Promoter and the CTPA Event Director(s) will determine the cattle used. If more than one rerun is given in any go-round, they will be taken in order of occurrence.
 - d. **Progressive or Short Go Reride.** In a progressive or short go where the sequence of goes is drawn, in the event of a rerun, it will be held **immediately** to continue sequence as drawn.
 - f. **Mechanical / Official Errors.** In the event of mechanical or official error, the participating team shall get a rerun **immediately**.
 - g. **Better Time on Reride.** A team cannot better their time on a rerun, unless allowed in a specific rule.
 - h. **Riders Commitment to Cattle.** Once committed to the cattle, a team is completely responsible for their animals. It is the team’s responsibility before working the cattle to pull up and call for a Judge if, in their opinion, there is an injured animal in their assigned numbered cattle. Depending on results of inspection of the animal, it will be the

Judge's discretion whether the team's decision to pull up will result in a rerun or disqualification. **ONCE THE CATTLE ARE WORKED, NO EXCUSES ARE ACCEPTED.**

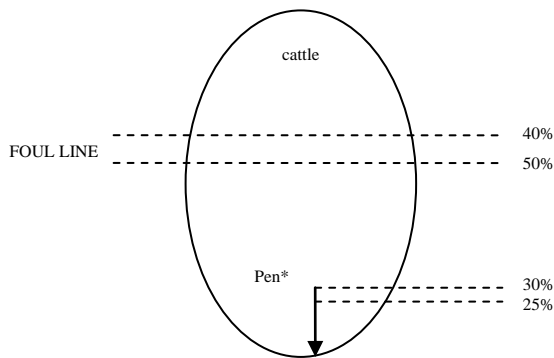
11. **Grievances.** In the case of a dispute, the team may file a grievance by informing the Judge *prior to leaving the arena* they wish to do so. They must advance \$50 to the Judge, and the Grievance Committee will be called to settle the dispute. If the grievance is upheld, the team receives their money back. If for some reason the team is disqualified after leaving the arena, the grievance will be accepted, provided it is filed immediately following the disqualification. A decision shall be made before the end of that go-round. The Grievance Committee is selected prior to each penning.
12. **Judge's Decision Final.** Decisions of the Judges are final.
13. **Team/Participant Disqualifications.** An entire team or a participant will be disqualified by a Judge, at his or her discretion, for any action he or she feels to be unnecessary roughness to the cattle. An entire team or a participant can be disqualified by a Judge or attending Director(s) for any and all unsportsmanlike conduct.
 - a. **Unsportsmanlike conduct** includes, but is not limited to, the following at any CTPA sponsored, sanctioned or approved Event:
 1. **Profanity and Threatening Actions.** The use of profanity or threatening actions directed to another participant, Event officials, officers, agents, volunteers, stock contractor, any bystanders, animals and property.
 2. **Intoxication and Disorderly.** Publicly intoxicated or otherwise disorderly that would or may cause physical injury or damage to another participant, Event officials, officers, agents, volunteers, stock contractor, any bystanders, animals and property.
 3. **Inhumane Treatment.** Inhumane treatment to horses, including, but not limited to, physical abuse towards the animal by the rider or owner to cause the animal further injury or competing on an animal that is visibly hurt or lame.

In the case of any infraction of the above, a fine of \$10-\$500 can be levied against that individual team member at the Judge's discretion and/or a 90-day suspension with the concurrence of the Board of Directors. The individual will not be allowed to compete in further go-rounds, pennings or sortings until the fine is paid and may also be removed from the Event premises by any means necessary deemed by the Judge or a CTPA Director. In severe cases, Board disciplinary action may be instituted that could result in the individual's membership being cancelled by the Association.

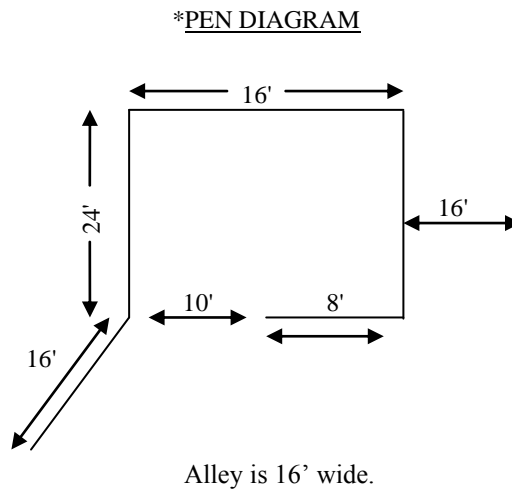
- b. **Roughing** includes, but is not limited to, running over cattle or horses with horses, stepping on cattle while in pursuit, stacking, running through the herd in such a manner that the cattle are knocked down or off stride, horses biting the cattle, and entering the pen with such force on the cattle causing them to collide with the pen panels. A \$25 fine will be assessed, after a team's time has expired, if a team member continues to work cattle other than to gather the herd for the next team, or a team member exhibits any unnecessary roughness or contact with cattle. If excessive roughness continues, any team or team member may be assessed an additional fine and/or disqualification by the Judge, from that day's event. **There will be NO REFUNDS.**
 - c. **Riding Out of Order.** If a team enters the arena and rides out of order, the team will be disqualified and given a "no-time."

14. **Riding Apparel.** All contestants and Judges must wear a western hat, western long-sleeved shirt tucked in with the cuffs down and buttoned, western pants, and western riding boots. An ASTM-SE1 certified helmet will be worn by any rider under the age of 18 while on horseback at any CTPA sponsored/sanctioned event. In the event a contestant has a mishap during the penning and a button or snap is torn off or broken, this will not be an infraction of the dress code. From June 1 through August 31, a short-sleeve western shirt may be substituted for the long sleeve, but will be tucked in and buttoned up. A rider will be warned of the dress code infraction and if it is not remedied, a \$10 fine will be assessed, up to a maximum of \$50 if repeatedly ignored. **A competitor will not be able to compete in further go-rounds or events until the fine is paid in full.**
15. **Team Substitutions.** If one or two team members cannot complete a penning, the remaining team member(s) may elect to finish the run. A substitution of a rider after a team has made its first run may be allowed at the Judge's discretion for compassionate reasons. Substitute riders must have available rides in order not to exceed the division ride limit.
16. **Severe Adverse Conditions.** Event conditions may be adjusted at the discretion of the Judges, Promoter and Directors as a governing body.
17. **Cattle Rotation and Usage.** Herd rotation and cattle usage will be at the discretion of the Arena Director(s) and/or Judge(s), including, but not limited to, removing injured and unsafe cattle.
18. **Team Scratches.** If for any reason a team scratches after they have run in the first go, there will be NO REFUNDS.
19. **ADA Guidelines.** CTPA will follow ADA guidelines to provide disabled participants reasonable accommodations to allow an equal opportunity to compete.
20. **Severe Adverse Rule.** Any single rule that has a severe adverse effect on the majority of the voting membership may be changed by the following procedure: A two-thirds vote of all members of the Board of Directors must be obtained prior to re-writing the rule. After the two-thirds vote of the Board, a majority vote of the voting membership must be obtained. If any or both of the conditions are not met, the rule stands as written for the remainder of the season. Only one rule may be changed per season.

PENNING ARENA DIAGRAM



*Distance from end of arena to pen gate 25-to-30 percent of total arena length.



POINTS TRACKING

Points are tracked in each go-round by **class and by rating number on a number of teams scale** as follows:

Places	1	2	3	4	5	6	7	8	9	10
# of Teams										
1-5	1									
6-10	2	1								
11-15	3	2	1							
16-20	4	3	2	1						
21-25	5	4	3	2	1					
26-30	6	5	4	3	2	1				
31-35	7	6	5	4	3	2	1			
36-40	8	7	6	5	4	3	2	1		
41-45	9	8	7	6	5	4	3	2	1	
46-50	10	9	8	7	6	5	4	3	2	1
1 point for every five teams										

Points are given in the first and second go-rounds, with double points given in the average.

Points for Penning and Sorting are tracked in the same manner.

HOW POINTS ARE CALCULATED: Based on the above graph, points are given in the first go-round based on the number of teams entered. The second go-round points are awarded on the number of teams back to the second go. The average points are doubled and are based on the amount of overall teams in the first go-round. For example:

- 50 teams in first go-round: 10 points are awarded to the fastest time, down to 10th spot, i.e., 10, 9, 8, etc.
- 20 teams in second go-round: 4 points are awarded to the fastest time, down to 4th spot, i.e., 4, 3, 2, 1
- Average (which includes the short go) based on 50 teams and points are doubled: 20 points to fastest time, down 10 spots, i.e., 20, 18, 16, 14, 12, etc.

PAYBACK SCHEDULE

Penning. The Payback Schedule pays one place for every 10 teams, up to a maximum of 10 places. Go-rounds are at the discretion of the Promoter and will pay one place for every 25 teams, up to a maximum of 5 places *to be paid in the first go-round only*. A minimum of 50 percent must be paid to average. Refer to the chart below:

# of Teams	Places	Percentages
1-10	1	100
11-20	2	60-40
21-30	3	50-30-20
31-40	4	40-30-20-10
41-50	5	35-25-18-14-8
51-60	6	33-23-18-12-9-5
61-70	7	30-22-16-11-9-7-5
71-80	8	28-21-16-11-9-6-5-4
81-90	9	26-20-16-11-9-6-5-4-3
91----	10	25-19-15-11-9-7-5-4-3-2

Sorting. The payback for CTPA-sponsored events is one place for every 15 teams and uses the following percentages for places:

# of Teams	Places	Percentages
1-15	1	100
16-30	2	60-40
31-45	3	50-30-20
46-60	4	40-30-20-10
61-75	5	35-25-18-14-8
76-90	6	33-23-18-12-9-5
91-105	7	30-22-16-11-9-7-5
106-120	8	28-21-16-11-9-6-5-4
121-135	9	26-20-16-11-9-6-5-4-3
136→	10	25-19-15-11-9-7-5-4-3-2

The sorting payback scale is a Promoter’s option if posted on the event flyer and approved by CTPA.

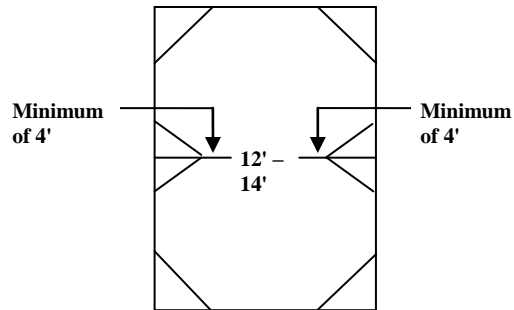
**2-MAN RANCH
SORTING RULES**

- Time Limit.** 60 seconds.
- Settling of Herds.** There will be 10 cattle in the arena with visible 0-9 numbers and two cattle with no tags. Herds will be settled for three minutes, bunched on one side, rolled two-to-three times (depending on the cattle) rolled through the gate single file as best as can be done, not one cow at a time. Cattle will be settled after each run in the middle or corner of the arena to Judge’s satisfaction. Direction of cattle sorted will be determined by the Arena Director prior to the start of the first go at CTPA sponsored events. Direction of cattle sorted at Promoter events will be at the discretion of the Promoter.

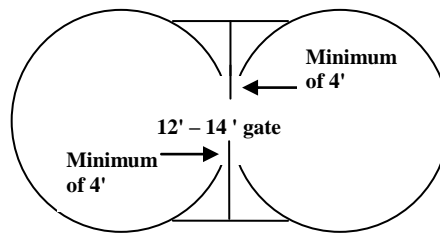
3. **Start.** Starting number for each team will be drawn when the team, consisting of two riders, is in the arena. Judge will raise flag when cattle are ready. First rider will cross the foul line within 3-4 seconds as soon as the settlers are clear. The Judge will drop the flag and the announcer will give the number to start and the team will continue sorting in numerical order, i.e., 7-8-9-0.
4. **Cattle Sorted.** Teams are judged on total number of cattle sorted, and on the time. Total cows sorted in 2 goes beats cattle sorted in 1 go for placement in total cattle for the average regardless of total number of cows. In extreme cases, average monies will be split. If a tie exists for year end awards, a 3-go run off will determine the winner.
 - a. A cow is sorted when **the complete cow** crosses the **start/foul** line.
 - b. If a cow is sorted out of order, it's a no-time or if any part of the **non-numbered** or **wrong** numbered cow breaks the **start/foul line** the team receives a no-time.
 - c. If any part of the cow crosses back over after it has been sorted, then the team is disqualified and receives a no-time.
 - d. Each cow will be timed as it is sorted and the clock will be stopped when the 10th cow completely crosses the line. **The 10th cow has to be all the way clean.** No DIRTY cow or part of a DIRTY cow may be **beside** the 10th cow when crossing.
 - e. Cattle in sequence may cross side-by-side as long as the correct numbered cow is a nose ahead.
 - f. A team must sort one cow to be a legal sort and then has the option of letting the time run.
 - g. In case of a foul (i.e., cow escapes), the team can ask for a reride or accept the number of cattle sorted at the time foul occurred. Time will be based on the last sorted clean cow prior to the foul. In case of a mechanical error or foul (i.e., clock not being reset), the team has the option of an immediate reride or continuing with the appropriate time added onto the clock.
5. **Commitment to Cattle.** Once committed to cattle by the horse breaking the foul line, the team is responsible for the cattle. It is the responsibility of the team, before working the cattle, if, in their opinion, there is an injured animal in the herd. Once the cattle are worked, no excuses are accepted.
6. **Unworkable Cattle v. Unfit Cattle.** Due to unsafe conditions, it is the Judge's discretion to replace a cow on the first go-round. Teams will not be offered a re-ride. However, on the second go-round, if a Judge deems a cow unsafe, the cow will be replaced and the teams affected may be offered a re-ride option.
7. **Arena Size.** 50 x 50 +/- 10 percent. Both sides are equal in size, except if two sorting pens are used and each class is finished in its entirety in one pen, pen sizes may vary between the two pens, however, the sides will be the same. If classes are rotated between two pens, each pen must be the approximately the same size. Gate or gap 12-14 feet. Minimum of 4' panel on each side of gate or gap. (*See diagram below.*)
8. **Other.** All applicable CTPA general rules and procedures will be followed during Sorting Events, i.e., hazing, appeals, attire, etc.

SORTING PEN DIAGRAMS

50' x 50' +/- 10%



OR



3-MAN SORTING RULES

1. **Time Limit.** 60 seconds.
2. **Recommended Pen Size.** CTPA recommends a pen size of 75' x 75', or as the arena allows. The pen is set up as the first sorting diagram above with the corners squared, with a catch pen of no less than 50'. The gate is 16'.
3. **Rules.** All penning and sorting rules apply to the 3-man sorting.