

Central Maine Team Penning Rules

- Entry fees may be paid in cash, or by check - made payable to CMTPA.
- PAYOUTS will be made the day of the penning.
- Please DO NOT address the Announcer or the Judge at any time. If you have any questions or concerns please address them to the Riders' Representative. The Riders' Representative will inform the judge and other officials as needed.
- Please remember that volunteers donate their time to work the team penning events, so you can enjoy riding in them. Please give them your appreciation and patience. Your help setting up pens and equipment will be appreciated.
- Do not sit on or lean on the fence.
- Place all empty cans, bottles, and trash in their appropriate containers. Clean up your trailer parking area before leaving.
- Stallions may only be ridden by those 18 years and older.
- NO smoking in the arena.
- NO bicycles allowed on grounds or in trailer parking areas.
- NO alcoholic beverages on event grounds.
- NO gait faster than a trot on the grounds.
- Firearms are prohibited during any penning activity.
- All dogs must be on a leash or tied away from horses unless working cattle for the promoter.
- Think of SAFETY at all times.
- Contestants must exit the arena at a walk – NO running out of the arena.
- Please remember it is the cows that determine the number of runs allowed. The weather is also a factor as well as how many penners are entered in the events.

Central Maine Team Penning Association Rider Ratings

To insure a fair system for different level riders to compete within, CMTPA has agreed to institute a numerical rating system. All riders will be rated as follows:

- Number 1 Rating: A Rookie or Youth Penner
- Number 2 Rating: A Novice Penner
- Number 3 Rating: An Amateur Penner
- Number 4 Rating: An Intermediate Penner
- Number 5 Rating: An Advanced Penner
- Number 6 Rating: An Experienced Penner
- Number 7 Rating: A Professional Penner

The CMTPA Board of Directors will review rider rating annually. It is in the club's best interest to rate riders as fairly as possible in order to insure an even level of competition.

A new or unrecognized rider will be deemed to have a #6 rating. This rating may be adjusted upon an examination by the Board of Directors. The Board of Directors will interview the rider and evaluate their horsemanship and penning experience and rate them accordingly. Example: A new rider enters a penning competition and is unknown by the local penners.

Riders may request a review of their rating by the Board of Directors should circumstances change which would substantially hamper their ability to compete (i.e. health change in rider or a loss of an experienced mount.)

Competitions will be composed of the following ratings:

- Open Division is open to any team of riders, regardless of their combined ratings.
- #12 Division will consist of a team whose rating numbers total 12 or less. (Example: one #5 and two #2s, or two #3s and one #4, and so on.)
- #6 Division will consist of a team whose rating numbers total 6 or less, with no rider having a rating over #3. (Example: one #3, one #2, and one #1, or one #3, two #1's, or three #2s, and so on.)
- #3 Division will consist of a team of Three #1 rated riders or Youth. This division will be combined with the Youth Division and run as one class. This is a draw class no registrations.
- Youth will be defined as age 14 and under.

It is the rider's and team's responsibility to comply with rider rating and class specifications for all divisions. At call-back time, however, the judge will review the rider ratings of the top 10 teams. If there is an error, the call-back teams will be renumbered accordingly. At payoff time, however, if there is an error, all monies will be forfeited, and monies will be distributed to each of the next place teams, in descending order. (For example, if the class pays 5 places and the 3rd place team is eliminated, the 4th place team moves to 3rd, 5th to 4th etc. through the 6th place team which moves to 5th.)

CMTPA will reserve the right to set divisions and type of events held at each competition. Remember, weather, daylight, time allotments and cattle will dictate the number of divisions and types of events that can be held. Rider ratings and division composition can be changed to increase or lower number combinations if it would allow for better competition. This change has to be voted on and approved by a majority of the CMTPA Board of Directors.

Central Maine Team Penning Association Rules

Time Limits: Time limits are set at 60 seconds for the Open Division, 60 seconds #12 Division, 75 seconds for the #6 and 90 seconds for the #3 Division/Youth Division. In competitive pennings the more advanced classes are sometimes given less time to pen the cattle, theoretically because they should be able to do so in less time, and as importantly, to "preserve" the cattle (not wear them out.) Time limits may be adjusted provided contestants are notified prior to start up and will be disclosed at the Secretary's Desk.

Within a specified time limit, a team of three riders must cut out from the herd and pen 3 head of cattle with the assigned identity number. The fastest time wins. A warning must be given to the team working the cattle 30 seconds prior to the final time being called. In the event a warning is not given, a rerun may be given at the request of the team. If a team requests a rerun, it will be given immediately using the same numbered cattle.

Start: All cattle will be bunched on the cattle side of the starting line, 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.)

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. Riders are committed once they enter the arena. No rider may enter the arena after the line judge drops the flag. Any delay will be a disqualification.

To Call for Time, one rider must stand in the gate and raise a hand and call for time for the flag. The flag will drop when the nose of the first horse enters the gate and the rider calls for time. Only one rider needs to be at the pen to call time; other riders may be anywhere in the arena. If an undesignated “trash” cow is on the pen side when time is called, the team is disqualified. If a team calls for time with only one or two of their cattle in the pen, the remainder of their designated cattle do not have to be on the cattle side of the starting line.

Calling for Time on Less than 3 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. Teams that qualify for call back rounds of competition must pen cattle in the call back ride. Failure to pen cattle in the call back ride will result in a disqualification of the team regardless of the amount of cattle penned in the opening round of competition. Example: The team pens 3 cows in round one but fails to pen at least one cow in the call back round, the team is disqualified. The only exception to this rule would be in the event that no team in the call back round successfully pens cattle. In this case, the winners will be decided based on the results of the qualification round (round #1.)

Entering the Pen:

Riders will not be disqualified for entering the pen up to the saddle horn when calling for time. HOWEVER, all effort must be made to stop at the gate opening. The team will be disqualified if the whole horse enters the pen.

Multiple “Trash” Cows: If more than four head of cattle are brought across the start/foul line, the team will be judged a no time.

Riders Commitment to Cattle: Once committed to the cattle, a team is completely responsible for their animals. It is the team’s responsibility when working the cattle to pull up and call for a judge if, in their opinion, there is an injured animal in their herd. 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 acceptable.

Unsportsmanlike Conduct: A team will be disqualified for any action the judge feels to be unsportsmanlike conduct and/or unnecessary roughness to the cattle or horses.

Falls: A fall of a rider or horse shall not eliminate the entry. However any attempt by a dismounted rider to work the cattle before remounting will be judged a no time.

Hazing/Roughing: Contact with cattle by hands, hats, ropes, bats, or any avoidable contact will be judged a no time. No hazing with whips, hats, ropes, or reins will be allowed. Roughing will mean any unnecessary contact with or excessive pressure on cattle and will be judged a no time.

Designated Riders' Representative: Prior to the commencement of penning, the Board of Directors will appoint a designated riders' representative.

Riders' Representative Responsibilities:

- 1.) The Riders' Representative shall be present and available during any competition.
- 2.) The Riders' Representative is the conduit for information between a rider or riders who have remained in the arena during or immediately after a ride who are requesting a re-ride or disputing a judge's call. The Riders' Representative shall then transmit the information to the Pen Judge. The Riders' Representative may advocate for the riders' position to the pen judge. The Pen Judge may request the Riders' Representative to gather more information from the riders. The Riders' Representative shall communicate the decision of the Pen Judge to the riders.
- 3.) The Riders' Representative does not have the authority to independently advocate or advise a rider or riders to request a re-ride or dispute a judge's call, unless there is an emergency situation involving the safety of a person or animal.
- 4.) The Riders' Representative is the sole method of communication between the Pen Judge and the riders.
- 5.) In the event that there is a disagreement between the Pen Judge and the Line Judge, the Riders' Representative will make the final decision or may call upon the Board of Directors present to make a final decision.

Disputes or Inquiries: In the event of a dispute, the competing team must lodge their dispute or inquire (before leaving the arena) with the designated Riders' Representative. All 3 team members need to be in the arena when disputing a call made during their run. The Riders' Representative will interact as a liaison between the riders and the judge.

All Judge's Decisions are Final.

Reruns: On any reruns, the judge will decide if the team can better its previous time.

Unpennable Cattle: If during a run, a team feels that a situation exists that will improperly interfere with their penning, they must immediately pull up and request a rerun. The judge will decide if the team deserves a rerun. In the case of an unpennable cow, the team must post a \$60 fee and the judge may either grant a rerun or assign another team entered in that division to pen the disputed cattle. If this team can pen the cattle then no re-ride will be granted and the \$60 will be forfeited. If the cattle cannot be penned, the \$60 will be returned and a re-ride will be given at the end of the go-round. The team must call the unpennable cow before time expires.

Mechanical or Official Error: In the event of a mechanical or official error, the participating team will get a rerun at the end of that set of cattle with the same numbered herd. Upon a mechanical error, the judge will stop the run immediately.

Rider Delay: Sixty (60) seconds after the first call by the announcer, the team must be in the arena ready to ride. Any delay will be judged a disqualification, unless waived for good cause (judge's discretion.)

Blatant Spotting of Cattle by Spectators is not allowed and if blatant spotting occurs the violator may be disqualified by decision of the judge. (Judge may choose to give a warning first.) Spotting is defined as any coaching that influences the team in the arena as to the direction of the cattle.

Misnumbered Cattle: As each new team begins a run, there should be no less than 21 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 rerun must be given at the end of the set of cattle. Times for all other teams within such a misnumbered herd will remain the same.

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 at the end of the set, 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.

Substitutions: No substitutions will be allowed after a team has made its first, run. If 1 or 2 team members cannot compete, the remaining team members may compete by themselves.

Team No-show: If for any reason a team does not show after the order of go has been drawn, their cattle number will be drawn to avoid changing the order of go of the other teams.

Number of Entries per Rider: A rider may not enter more than 5 times in Open and #12 divisions rides for #6 division are 4 rides and 3 rides in #3 division. If a rider does enter more than the specified number of times permitted in the division, all teams he rides with will receive a no time, regardless of when the error is discovered.

Dress Code: Any exemptions from the dress code must be requested from and approved by the Board of Directors.

All contestants must wear:

anyone riding in the area up to 1 hour prior to start of event must be in show gear

- boots with a heel
- a western hat or helmet
- western shirt/blouse with sleeves (long or short, No sleeveless shirts)
- Shirts/blouses must have buttons or snaps and a shirt tail
- long sleeves must be buttoned at the wrist
- shirts/blouses must be tucked in
- Sleeveless shirts and any shirts baring midriffs are not allowed
- Hats must be on head when crossing the starting line

If a contestant has a mishap during the penning, and a button or a snap is torn or broken, this is not to be a violation. All children are required to wear protective headgear; adults may chose to wear a helmet without penalty. Western tack is required. Dress code may be adjusted at the discretion of the judge.

Ties: In the event of a tie, the tied teams will have a run off. The tied positions will be placed based solely on the run off and within the original placings. (i.e. Two teams are tied for 2nd place – the fastest team in the run off will place 2nd and the other team will be 3rd. All other contestants will place sequentially.)

The judge will assure that the cattle are settled properly before allowing the team to start their run. The cattle should be bunched together in the center of the arena. If the cattle are acting wild, the judge may call for a third settler to help position the cattle.

Timer will be set 1 second past the allotted time for a run.

There will be NO REFUNDS.

CMTPA reserves the right to alter or amend any rule according to special circumstances.

Arena Sorting Rules

Generally, time limits are set at 60 seconds per event. In competitive sorting the more advanced classes are sometimes given less time to sort the cattle, theoretically because they should be able to do so in less time, and as importantly, to “preserve” the cattle (not wear them out.) Time limits may be adjusted provided contestants are notified prior to start up and will be disclosed at the Secretary’s Desk. In instances when pre-entry is required (i.e. fairs) time limits will be posted on the entry forms.

Within a specified time limit, a team of three riders must sort out cattle from the herd in numerical order, numbered 0-9. A flag person will raise the flag to signal when the arena is ready. The time will start when the first rider crosses the line. If the team sorts all ten before the time limit, time will be called when the 10th cow is completely across the starting line.

The team will receive their first number as the nose of the first horse crosses the starting line, which would be 65-70 feet from the cattle end. If the teams' first number is 3, then they must sort out the #3 cow first, then #4 and so on, until time runs out or all ten head of cattle are across the starting line in numerical order. It helps to have a timer behind the flagger to tell the flagger exactly when time ends.

A "No Time" will be called if any part of a cow crosses the line out of numerical order, or a cow goes back across the line after being sorted out.

At the end of the designated time allowed, the team will be given credit for each head across the line. The team with the most cattle, and the least time at the finals is the winner.

In the multiple go around contests: In round one and finals, time or cattle sorted in two goes will beat time or cattle sorted in one go. Example: A team with three head in one go and two head in the second go will beat a team with ten head in the first go and no time in the second go.

No Trash Rule = any trash, no time

A team will be disqualified by the judge for any action he feels to be unsportsmanlike conduct and/or unnecessary roughness to the cattle or the horses.

Contact with cattle by hands, hats, ropes, bats, or any avoidable contact will be judged a no time. No hazing with whips, hats, ropes, or reins will be allowed.

Ties:In the event of a tie, there will be a run off held on a herd. The teams will compete for the fastest time on three cows. The tied positions will be placed based solely on the run off and within the original placings (i.e. three teams tied for 2nd, will be placed as 2nd, 3rd & 4th and the placings in the other positions will be placed sequentially.

2-Man Ranch Sorting Rules

The same rules apply as in regular sorting. The only exceptions are that the arena is approximately 60 feet by 60 feet, it has a 12 foot opening. Two rounds pens are set up against each other with a small gate connecting them. There are eleven or twelve calves/steers, depending on the event host, in one of the pens. The calves/steers are numbered 0-9 with the remaining 1 or 2 left unnumbered.

The judge raises the flag and when the riders cross the gate between the two pens a number is called out, the clock starts and the competition begins. The team of two riders move the cattle, one at a time, from one pen to the other in numerical order, starting with the called random number. For example: Judge calls out # 7. The team must start by sorting off the # 7 calf/steer, then 8, then 9, then 0, then 1, 2, 3, 4, 5, and 6 last. The cattle without a number must remain in the first pen.

One rider stays at the gate to "hold off" the unwanted cattle, while the other rider "sorts off" the wanted calf/steer and brings him through the gate. The riders switch positions each time a

calf/steer is brought through the gate. If a calf/steer gets from one pen to the other out of order, then the team is disqualified. If any of the cattle that have already been sorted come back into the pen, the team is disqualified.

There are 3 divisions in 2-Man Ranch Sorting: Open Division, #8 Division and #4 Division.

PEN SIZE SHAPE AND PLACEMENT

The open end of the pen should measure seventy-five percent of the distance from the cattle wall to the opposite end of the arena. The starting line should be thirty-five percent of that same distance. Although it may be situated on either side, the pen must be placed sixteen feet from the arena wall to allow for a hole or alleyway. The pen should measure sixteen feet in width at the back to reduce the risk of injury to cattle, twenty-four feet in depth. The side panels are angled slightly toward the front to extend the open end dimension to eighteen feet. In addition, it is recommended that a minimum of a two foot banner be hung on the rail at the back end to help the cattle see and stop. A sixteen foot panel called the wing is swung out toward the center of the arena. An eight foot panel is secured from the corner away from the wing creating a ten foot opening for the cattle to pass through.