



# 2016 Rule Book

Notable Rule Changes for 2016:

- CMTPA has assigned separate Rider Ratings for Team Penning vs Ranch Sorting.

- Open Team Penning & Open Ranch Sorting Classes will NOT be Handicapped.
- Handicap has been changed from 1 second to ½ second.
- No Trash allowed in ANY team penning classes.

## 2016 Central Maine Team Penning Rules

### General Rules:

- Entry fees may be paid in cash or by check, made payable to CMTPA.
- PAYOUTS will be made the day of the penning.
- There will be NO REFUNDS.
- Please DO NOT address the Announcer, Timekeeper or the Judges at any time. If you have any questions or concerns, please address them to a Rider Representative. The Rider Representatives will inform the judges 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.
- All competitors are expected to help in setting up the pens and equipment before the competition and the taking down of the pens and equipment at the end of the competition. To ensure that all competitors get adequate time to get themselves and their horses ready for the competition, the competition arena will be closed to all horses for the hour prior to the start of the competition unless or until the pens and equipment are set up and ready to begin the competition. Everyone's help is also requested at the end of the competition to take down the pens and equipment.  
The Board of Directors shall enforce this rule.
- 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 while any competition is ongoing.
- NO consumption of alcoholic beverages on event grounds while any competition is ongoing.
- NO gait faster than a trot on the grounds except in designated riding areas.
- 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 ensure 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:

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- 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 BOD may re-evaluate a riders rating at any time.**

In the event the rider disagrees with their riding rating, the rider may request in writing to the President to be put on the agenda for the next Board of Directors meeting. The rider may present their case in writing or in person at the next Board of Directors meeting. The Board of Directors must review any information presented and re-review the rider rating. The Board of Directors decision after re-review is final. It is in the club's best interest to rate riders as fairly as possible in order to ensure 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.

A 1 or 2 rated rider that wins 1<sup>st</sup> place (Buckle) for the Year End will be moved up a rating.

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.)

When a rider's rating is re-evaluated and they are moved to the next highest rider division, after the season has begun, their points will carry over to the new division – OR - be placed 1 point behind the leader of the new division, whichever is greater.

**RIDER RATING SYSTEM**

The purpose of rating each member is to provide a fair and level playing field for all members. No one should be riding with an advantage, or be disadvantaged, when competing with other members.

It is stressed that at any time, when determining the rating of an individual, rating committees must not consider the effect on the individual member but the effect on the membership as a whole. If the member pens like a 3 then they are rated a 3. If they pen like a 2 then they are rated a 2. The individual's age, length of time penning, existing teams, or the fact they may skip a rating level altogether, simply do not enter into the equation. The penners ability dictates what their rating should be.

When rating a penner, rating committees cannot consider personal relationships, emotions or conflicts of interest. The decision must be based solely on the individual's ability. The rate of improvement the individual has shown, and the likelihood of significant improvement by the end of the year should also be considered. It is the responsibility of the Rating Committee to ensure that all riders in club are rated on a level playing field.

**Ratings**

1 – This penner is well below average in penning skills and is most likely a new rider or a new penner or a penner who needs to develop in all areas of penning criteria

2 – This penner is developing his/her skills where they are no longer a beginner yet are not achieving overall average penning skills

3 – This penner is average in most areas of penning

4 – This penner is above average in most areas of penning

5 – This penner is highly proficient in all areas of penning

6 – This penner excels in all areas of penning, and is considered an “elite” competitor

7 – This penner is considered a Professional in the team penning field, receiving monetary funds in exchange for training &/or instruction.

### **Criteria**

This is a list of some criteria that should be used when evaluating a penner's rating

1. Riding Ability
2. Ability to read a cow
3. Ability to react to a situation
4. Ability to play different positions
5. Communication Skills
6. Coaching Ability

### **Questions:**

1. How many years have they been penning?

Have not penned before \_\_\_\_\_

Less than 1 year \_\_\_\_\_

1 to 3 years \_\_\_\_\_

4 to 6 years \_\_\_\_\_

More than 6 years \_\_\_\_\_

2. How do you rate their present penning ability?

Beginner \_\_\_\_\_ Novice \_\_\_\_\_ Amateur \_\_\_\_\_ High Amateur \_\_\_\_\_ Open \_\_\_\_\_

3. Please rate present riding ability relative to other penners:

Beginner \_\_\_\_\_ Novice \_\_\_\_\_ Amateur \_\_\_\_\_ High Amateur \_\_\_\_\_ Open \_\_\_\_\_

4. Rate “cow sense” (the understanding of how cows behave and how herds function) Is it?

Beginner \_\_\_\_\_ Novice \_\_\_\_\_ Average \_\_\_\_\_ Good \_\_\_\_\_ Very Good \_\_\_\_\_

### **Rating classifications:**

Team Penning Ability

\_\_\_\_\_ 1. Beginner

\_\_\_\_\_ 2. Limited to Local Level

\_\_\_\_\_ 3. Shows Potential

\_\_\_\_\_ 4. Average to Above Average

\_\_\_\_\_ 5. Above Average to Professional Ability

#### Riding Ability

- \_\_\_\_\_ 1. Beginner rider
- \_\_\_\_\_ 2. Average rider
- \_\_\_\_\_ 3. Above average rider
- \_\_\_\_\_ 4. Experienced rider
- \_\_\_\_\_ 5. Above average to Exceptional rider

#### Team Penning Experience

- \_\_\_\_\_ 1. Beginner
- \_\_\_\_\_ 2. Limited Experience
- \_\_\_\_\_ 3. Local Level
- \_\_\_\_\_ 4. Some Experience
- \_\_\_\_\_ 5. Experienced to Very Experienced

#### Team Penning Success

- \_\_\_\_\_ 1. Beginner
- \_\_\_\_\_ 2. Little to no success
- \_\_\_\_\_ 3. Limited but unproven success
- \_\_\_\_\_ 4. Average success
- \_\_\_\_\_ 5. Above average success

### **Competition Rules**

**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 Rider Representative 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 time has been called, no excuses are acceptable.

**Unsportsmanlike Conduct:** Unsportsmanlike conduct by an exhibitor, trainer, rider or spectator will not be tolerated. Activities and behavior that shall be considered unsportsmanlike, include but are not limited to, those listed below:

1. Any act of abuse or an attempt to abuse any horse.
2. Any person who threatens another person or actually inflicts offensive physical contact or bodily injury to another person.
3. Any person who knowingly accosts, insults, taunts or challenges any person with offensive, derisive or annoying words, or by gestures or other physical conduct that would, in fact, have a direct tendency to cause a violent response by an ordinary person in the situation of the person so accosted, insulted, taunted or challenged.
4. Any public display of outrage that could tarnish the image of CMTPA or any of its officials.
5. Any person who approaches a judge's, secretary's or announcer's stand in a threatening manner.
6. The use of profanity on the grounds, whether directed at another person or not, while a competition is ongoing.

If a violation of one or more of the above occurs during a run and in the presence of a judge, that judge may issue a private warning, a public warning, or disqualify the team.

Any person having direct knowledge of a violation of one or more of the above, may bring said action to the attention of any Board of Director or any officer of CMTPA. Said Board member or officer shall bring the reported action to the attention of the President of CMTPA. Said President

shall convene any Board of Directors present and any officers present and determine if a violation of the above rules has occurred and what disciplinary action should be taken. Disciplinary action may include, but not be limited to the following:

1. A private warning
2. A public warning
3. Removal of the individual from all further competition for that day or the remaining competition and a forfeiture of all winnings for that day or that competition.
4. Removal of the individual from the premises of the competition.
5. Suspension or expulsion from CMTPA.
6. Any other disciplinary as authorized by the bylaws of CMTPA.

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

**Designated Riders' Representative:** Prior to the commencement of penning, the Board of Directors will appoint 2 (two) designated riders' representatives.

Riders' Representative Responsibilities:

- Prior to the commencement of any event, the Board of Directors will appoint 2 (two) designated Riders Representatives (RRs).
- Be present and available during *each* run of any competition (at least one RR at all times watching the runs).
- Act as the conduit of 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 either judge's call.
- Ensure that all riders on a team have remained in the arena when calling for RRs.
- Transmit the rider information to the appropriate judge who made the call and both judges *will be* brought together to confer and discuss the ride.
- Advocate for the riders position to the judges. (The RRs have no decision making authority at this point during this process; they are only presenting information.) Either Judge may request the RRs to gather more information from the riders.
- Communicate the decision of the judge(s) to the team.
- RRs have no authority to independently advocate or advise a rider or riders to REQUEST a re-ride or dispute a call, unless there is an emergency situation involving the safety of a person or animal.
- The RRs are the sole method of communication between the Judges and the riders.
- In the event there is a disagreement between the Pen Judge and the Line Judge, the RRs will make the final decision. The BOD may be called upon to make the final decision.
- Act as the conduit between the show secretary and riders to handle entry errors, discrepancies, and overbookings.

**Disputes or Inquiries:** In the event of a dispute, the competing team must lodge their dispute or inquires (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 Judges' 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 or sorting, they should immediately pull up and request a rerun. The judge will decide if the team deserves a rerun. In the case of an unpennable/ unsortable cow, the judge may either; grant a rerun, or assign another team entered in that division to pen/ sort the disputed cattle. If this team can pen/ sort the cattle then no re-ride will be granted. If the cattle cannot be penned / sorted, a re-ride will be given at the end of the go-round on a different numbered cow. The team must call the unpennable/ unsortable 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.

**Blatant Spotting of Cattle by Spectators:** Spotting is defined as any outside influence that locates that teams' specific cattle number.

In Team Penning - Blatant Spotting of Cattle by Spectators is not allowed and if blatant spotting occurs the team may be disqualified by decision of the judge. (Judge may choose to give a warning first.)

In Ranch Sorting - Spotting of Cattle by Spectators IS allowed.

Encouragement for all teams in both Team Penning and Ranch Sorting is permitted.

**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.

**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.

**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 arena 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 midribs 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 choose 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 2<sup>nd</sup> place – the fastest team in the run off will place 2<sup>nd</sup> and the other team will be 3<sup>rd</sup>. All other contestants will place sequentially.)

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 reconfigured 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 3<sup>rd</sup> place team is eliminated, the 4<sup>th</sup> place team moves to 3<sup>rd</sup>, 5<sup>th</sup> to 4<sup>th</sup> etc. through the 6<sup>th</sup> place team which moves to 5<sup>th</sup>.)

CMPA BOD will reserve the right to set classes and type of events held at each competition. Remember, weather, daylight, time allotments and cattle will dictate the number of classes and types of events that can be held. Rider ratings and class 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 CMPA Board of Directors. (Note: In the event that call-backs are *not* completed in a certain division, no points will be awarded to the winning teams.)

## **CMPA Team Penning Rules**

**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.

**Time Limits:** Time limits are set at 60 seconds for ALL penning classes. (Timer will be set 1 second past the allotted time for a run.) Time limits may be adjusted provided contestants are notified prior to start up and will be disclosed at the Secretary's Desk. All Non-Handicapped classes are subject to Progressive Timing.

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, which may include the timer buzzer, 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 at the end of that set of cattle with the same numbered herd.

**Re-rides:** All re-rides shall be given a different number

**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 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.

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 shall be responsible for the herd and shall not leave the herd until the time the announcer has completed the phrase "*Flag is up, riders may ride*". The herd settlers do not need to WAIT for the number to be called. The settlers shall make all reasonable efforts not to interfere with the incoming team. 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 to the ride 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 to call for time for the flag. The flag will drop when the nose of the first horse enters the gate and the rider raises hand to call for time. Only one rider needs to be at the pen to call time; other riders may be anywhere in the arena. If an undesigned "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 may have the whole horse enter the pen.

**"Trash" Cows:** A Trash cow is any cow that does not have the correct number. If any trash cow crosses the start/foul line at any time after the timer starts, the team will be judged a no time. **No Trash Rule** means no trash cows are allowed. Any trash cows will result in a DQ or no time. **1 Trash Rule / 4<sup>th</sup> Cow is DQ** means one trash cow is allowed over the line at any one time. However, no more than 3 cows can be over the line at any one time (ie: 2 good cows + 1 trash cow). Once the 4<sup>th</sup> cow crosses over the line, it will result in DQ or no time.

## Team Penning Classes

**Open #21 Class** is open to any team of riders, regardless of their combined ratings; with the Exception of N's and 1's.

**#12 HC Class** is open to teams whose rider rating added together, total 12 or less.

( Example: A team consisting of a 2 rated rider, a 4 rated rider and a 5 rated rider = 11)

- The Handicap ("HC") provides teams with combined rider ratings less than 12 a ½ second off their first run and their call back run.

For example: A team with a total rider rating of 11 will have ½ second deducted from their time for their first run, and their call back run.

<b>Penning - #12 Handicap Class</b>	
Total Team Rating	Seconds off your final clock time
12	0
11	.5
10	1
9	1.5
8	2
7	2.5
6	3
5	3.5
4	4
3	4.5

**#9 Class** is open to teams whose rating numbers total 9 or less (Example: one #5, one #3, and one #1, and so on).

**#7 Class** is open to teams whose rating numbers total 7 or less. (Example: one #4, one #2, and one #1, or one #3, two #2's, and so on).

**#5 Class (2 Cap)** is open to teams whose rating numbers total 5 or less, and ratings must be a 2 or less. Example: One N and two 2's (=4); a 1 and two 2's (5).

### **3 Man 2 Gate Sorting Rules:**

#### Three Man Two Gate Sorting

- a) Three man two gate sorting will take place in a pen that is 90 to 120 foot in size. There will be two 12' to 16' gates on one side of the pen.
- b) Three man teams will sort 10 cattle numbered 0-9 and 1 blank cow for a total of 11 head.
- c) A run starts with team members on the opposite side of the start/foul line at each gate opposite from the cattle. The judge will raise the flag when the cattle are ready. The judge will signal the start of time when the nose of the first horse crosses the start/foul line by dropping the flag and the first number will be announced. The announcer will draw a number to determine the first cow to be sorted. Each team on a herd will be given a different first number. The cattle will then be sorted in numerical order through either gate until all numbered cattle are across the line or time runs out.

d) Due to the larger pen size it is strongly recommended that no more than 5 runs are made one each herd before another herd is loaded. This includes all goes including the final go.

e) With the added speed in this class roughing will be strictly enforced for the safety of the riders, horses and cattle. If a judge concludes that rider drives a cow into the wall without giving it adequate room to escape he will be disqualified for roughing. All other roughing rules apply as well

### **3 Man 2 Gate Classes:**

This class will be pick 3 draw 1. Top 10 called back, payout 5 places (if enough teams).

### **Open Arena Sorting Rules:**

Generally, time limits are set at 60 seconds per event. 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. A judge will hold a lap timer and stop time as the number of the cow crosses the start line.

A "No Time" will be called if the number of a cow crosses the line out of numerical order, or the number of 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 call backs, 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.

**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 2<sup>nd</sup>, will be placed as 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> and the placings in the other positions will be placed sequentially.

### **Ranch Sorting Rules**

The same rules apply as in Open Arena Sorting. The only exceptions are that the arena will have two rounds pens set up against each other which are approximately 50-60 feet in diameter, with a

small 12 foot gate opening between the two round pens. 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 judge will hold a lap timer and stop time as the number of the cow crosses the gate. 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 into the other pen. 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.

## Ranch Sorting Classes

**Open #14 Class** is open to teams of 2 riders, whose rider ratings combined, total 14 or less. Exception: No N's or 1's in this class.

**#8 HC Class** is open to teams of 2 riders, whose rider ratings combined, total 8 or less.

(Example: A team consisting of a 5 rated rider and a 2 rated rider = 7 is acceptable)

- The Handicap (“HC”) provides teams with combined rider ratings less than 8, a ½ second off their first run and their call back run.

For example: A team with a total rider rating of 7 will have ½ second deducted from their time for their first run, and their call back run.

Sorting - #8 Handicap Class	
Total Team Rating	Seconds off your final clock time
8	0
7	.5
6	1
5	1.5
4	2
3	2.5
2	3
1	3.5

**#6 Class** is open to teams of 2 riders whose rider ratings combined, total 6 or less.

**#4 w/2 Cap Class** is open to teams of 2 riders whose rider ratings combined, total 4 or less; No ratings higher than a 2 allowed in this class.

**Payout formula:**

Payout Formula
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# of Entries	1 <sup>st</sup> Place	2 <sup>nd</sup> Place	3 <sup>rd</sup> Place	4 <sup>th</sup> Place	5 <sup>th</sup> Place
1-5	100%				
6-10	60%	40%			
11-15	50%	30%	20%		
16-20	40%	30%	20%	10%	
21 & over	34%	27%	20%	10%	9%

**Points & Year End Awards:**

CMTPA will award 1st place, 2nd place, and 3rd place year end awards in each rider rating both for Team Penning and Ranch Sorting.

CMTPA members must compete in at least three (3) competitions to qualify for year-end awards. All year end award recipients must be members in good standing with CMTPA.

CMTPA has adopted the same Points System utilized by AQHA for the tabulation of year end award points.

<b>CMTPA Points System</b> <i>(same as AQHA Point System)</i>										
# of teams 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	1/2									
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 & up	9	8	7	6	5	4	3	2	1	1/2

Any division that has 100 or more teams will be double points.

**Perpetual Awards**

**Lisa Quinn Memorial Rookie Rider Perpetual Trophy:**

This trophy is presented each year to a novice rider who shows marked improvement in the sport of team penning during the year, who displays dedication and loyalty to the sport of team penning and the club, and who promotes the sport of team penning and the club.

**Adelard "Ducky" Cayer Memorial – Sportsmanship Award:**

This perpetual trophy is awarded to the person who best exemplifies the true meaning of sportsmanship; someone who is a good loser and a gracious winner, who is cheerful, helpful and kind, and displays good horsemanship.

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