



# RMTPA Rules

Adopted: September 1, 2004

Revised: December 2, 2010 and November 11, 2014

Pages 1-13

<b>Table of Contents</b>	<b>1-2</b>
<b>TEAM PENNING RULES</b>	<b>3</b>
1. Time Limit .....	3
2. Teams .....	3
3. Disqualification .....	3
4. Cattle Handling .....	3
5. Calling for Time and Ending the Run .....	3
6. Ties .....	4
7. 2-on-2 Division .....	4
8. Handicap .....	4
<b>TEAM SORTING RULES</b>	<b>4</b>
1. Time Limit .....	4
2. Herd .....	4
3. Team .....	4
4. Arena sorting .....	4
5. Ranch sorting .....	4
6. Sort Direction .....	4
7. Settle Cows .....	4
8. Cattle Handling .....	5
a. Start of Run .....	5
b. Holding Cattle .....	5
9. Cattle Count .....	5
10. Ties .....	5
11. Multiple Go-rounds .....	5
12. Handicap .....	5
<b>GENERAL RULES (APPLY TO BOTH PENNING &amp; SORTING)</b>	<b>6</b>
1. Starting the Run .....	6
2. Team Vacancies .....	6
3. Multiple Go-rounds .....	6
4. Contact With and Roughing the Cattle .....	6
5. Re-rides .....	7
6. Decisions and Protests .....	7
7. Spotting or Locating Cattle .....	7
8. Minimum Board Members Present .....	7
9. Dress Code .....	7
10. RMTPA members .....	8
11. Past due amounts .....	8
12. Qualifying for Finals .....	8
13. Handicap Formula .....	8
14. Sportsmanship Conduct .....	8

<b>SANCTIONED EVENTS</b>	<b>9</b>
1. Sanctioning Request .....	9
2. Divisions.....	9
3. Go-rounds.....	10
4. Judges and Officials.....	10
5. Sanctioned Events and RMPA Fees.....	10
6. Arena Configuration.....	10
7. Pen Diagram.....	11
8. Run Time.....	11
9. No Qualified Runs.....	11
10. Paybacks.....	11
11. Division Entry Maximum.....	12
12. Event Flyer Publication.....	12
13. Rules Enforcement .....	12
<b>POINTS AND PAYBACK SCHEDULE</b>	<b>12</b>
1. Points are determined.....	12
2. Points will be awarded.....	12
3. Points in each go-round .....	12
4. Average points .....	12
5. Points earned in incentive divisions.....	12
6. Points earned at Finals.....	12
7. Payback.....	13
<b>RMPA RATING SYSTEM</b>	<b>13</b>

## TEAM PENNING RULES

### 1. Time Limit

Within a given time limit (at producer's option) a team must sort from the herd and pen three designated head of cattle. The time will start when the nose of the first rider's horse crosses the starting line.

### 2. Teams

Teams consist of three (3) riders.

### 3. Disqualification

A disqualification will result when the incorrect number or amount of cattle cross the foul line. This number or amount of cattle will be advertised on the producer's flyer and may be:

- a. More than four (4) head across the line; or
- b. More than three (3) head across the line (commonly referred to as "any 3"); or
- c. No trash (no cattle across the line except the designated head).

### 4. Cattle Handling

- a. Cattle are to be bunched tightly and consistently before each run. Markers on the fence or wall will serve as a guide to herd settlers.
- b. Prior to the initial run of each herd of cattle on each day of a penning event, the herd must be settled and moved through the pen.

### 5. Calling for Time and Ending the Run

Teams can call for time by riding into the opening of the pen and raising a hand. Time stops when the cattle are completely in the pen, the nose of the horse is across the line at the opening of the pen, and the rider raises a hand above the shoulder.

- a. If there are unpenned cattle on the pen side of the starting line when the team calls for time, the pen flagger will point the flag toward the line judge. The line judge's flag will drop when all of the unpenned cattle are completely returned across the starting line, thus stopping the timer's clock.
- b. Unpenned cattle include correctly numbered cattle, which were not in the pen at the time the team called for time. A correctly numbered cow cannot be penned for time if it was not in the pen when the team called for time. *EXAMPLE:* If a team calls for time and there are only two (2) head in the pen and one (1) of the correctly numbered cows is on either side of the starting line, that cow is considered a wrong numbered cow and cannot be penned for time except where Rule 5.f. would apply.
- c. Once a team has called for time, all correctly penned cattle must remain in the pen until all of the unpenned cattle have been returned across the starting line and the line judge drops the flag. In the event that any of the correctly penned cattle escape from the pen before the final flag drops, the team will receive a no time.
- d. Any team calling for time with any wrong numbered cattle in the pen will be disqualified and given a no time.
- e. If a team calls for time at the end of their run and the clock indicates the allotted time has expired, the official time will be a no time.
- f. In the event a rider's horse crosses into the pen opening and the rider calls for time while the final cow is partially inside the pen, the pen flagger must wait to drop the flag and stop the clock until the cow is completely inside the pen. Should that cow NOT completely enter the pen and/or escape from the rider(s), that cow will be considered a wrong numbered cow and must be returned completely across the starting line before time will be stopped.
- g. The run is considered complete when the team has called for time and the judge's flag has dropped, stopping the clock.

## 6. Ties

In the event of ties in team penning between placing teams, the tie shall be broken by a full "three head" runoff.

## 7. 2on2 Division

The same penning rules apply *EXCEPT*:

- a. There are two (2) riders on a team.
- b. A team only pens two (2) cattle of the designated number.
- c. No more than four (4) head of cattle are allowed to cross the starting line; however, unpenning cattle do not need to be returned across the starting line to call for time.

RMTPA Rules Revised September 2009

## 8. Handicap

At Producer's option, any Division may be handicapped by awarding additional time to teams (See General rules for Handicap Formula)

The handicap time, in seconds, will be added to the normal time limit that teams have to pen the cattle. Any team that successfully pens their cattle will be given an OFFICIAL RAW TIME of the exact time when the Judge's flag stops the clock. The Handicap time, in seconds, will then be deducted from the OFFICIAL RAW TIME to establish the OFFICIAL HANDICAP TIME.

**The handicap time is used for both the first and second go. The handicap time is not used for the third go.**

# TEAM SORTING RULES

## 1. Time Limit

Within a 60 second time limit, a team must sort cattle in numerical sequence starting with the number assigned by the announcer.

## 2. Herd

A herd will contain 10 sequentially numbered cattle & 2 un-numbered cattle for a total of 12/herd.

## 3. Team

The number of riders per team (either 2 or 3) will be determined by the producer and advertised on their flyer.

## 4. Arena sorting

Will be done in the full arena with teams sorting cattle across a start/finish line located in a manner consistent with that of team penning.

## 5. Ranch sorting

Will be done between two pens of approximately the same size (recommended 50 to 60 foot diameter with no square corners) with a start/finish line opening recommended at 16 feet but not smaller than 12 feet.

## 6. Sort Direction

At producer's option, cattle may be worked back and forth between pens or one way only.

## 7. Settle Cows

At the beginning of each run, cattle will be bunched on the cattle side of the start/finish line as determined by the arena judge.

## 8. Cattle Handling

a. **Start of Run:** To start the run, the arena judge will raise his flag designating the cattle as ready; the announcer will call "cattle are ready." Once "cattle are ready" is announced, the team is committed; any delay in crossing the start/finish line may result in a no-time. Time will begin & the announcer will call the first number when any part of the first horse of a team member crosses the start/finish line. Time will continue until all cattle are sorted or the time limit expires. Team members may not call for time and stop the clock.

b. **Holding Cattle:** All sorted cattle must remain on the opposite side of the start/finish line. Any cattle returning from the sorted side or wrong numbered (out of sequence) cattle sorted across the start/finish line will result in a no-time. Any portion of a wrong numbered cow touching the start/finish line will result in a no time.

## 9. Cattle Count

The last correctly numbered cow sorted in a run will be considered sorted only when all portions of that cow are across the start/finish line. Lap timers will record the elapsed time for each cow sorted and may be used to break ties between teams which sort the identical number of cattle. However, it is important to note that any team which sorts fewer than 10 head on a go has an actual time of 60 seconds for that go. Any team which sorts all 10 head may achieve a time of less than 60 seconds for that go. Thus, when the number of cattle sorted in multiple goes is accumulated, teams which sorted all 10 head in any of the goes will place higher than those who have not sorted 10 head because their total time will be less than 60 seconds/go.

## 10. Ties

In the event of ties between teams to qualify for the next go, the following procedure will be followed:

- a. If the next go is to contain more than 10 teams (i.e., top 30% or top 50%), all teams having sorted the qualifying number of cattle will advance to the next go.
- b. No more than 10 teams will advance to the final go.
- c. Teams will qualify for the final go based upon the number of cattle sorted until there are 10 or more teams included. If more than 10 teams would be included because they have sorted the minimum number of cattle to qualify, lap times will be used to determine the final positions.

## 11. Multiple Go-rounds

Teams receiving qualified times in three goes place higher than those with times in two goes; teams with times in two goes place higher than those with times in one go, regardless of the total number of cattle sorted or the amount of time involved.

## 12. Handicap

At Producer's option, any Division may be handicapped by awarding additional time to teams (See General rules for Handicap Formula)

The handicap time, in seconds, will be added to the 60 second time limit that teams have to sort cattle. Any team that does not sort 10 head of cattle will be given an **OFFICIAL TIME** of 60 seconds. A **LAP TIMER** will be used for the purpose of breaking ties only; at that point, the handicap time, in seconds, will be deducted from the **OFFICIAL TIME**, resulting in an **OFFICIAL LAP TIME**. After establishing a **LAP TIME** in which any team sorts 10 head of cattle, the handicap time, in seconds, will then be deducted from the **LAP TIME** in which the team sorted 10 head of cattle, thus an **OFFICIAL LAP TIME**.

**The handicap time is used for both the first and second go. The handicap time is not used for the third go.**

## GENERAL RULES (APPLY TO BOTH PENNING & SORTING)

### 1. Starting the run

- a. Teams, or any portion of the team, must be present in the arena and within ten feet (10') of the starting line prepared to begin their run within forty-five (45) seconds of being called by the announcer or the team will receive a no time and their cattle number will be announced and removed from the draw. The entry fees for that team will not be refunded.
- b. A team may proceed with their run if one or two of the members of the team have not arrived in the arena within the given 45 second time limit. Once the herd settlers have left the arena and the arena gate has been closed, the absent team member(s) cannot join the run. In the event that the "short" team qualifies for the next go-round, the absent team member(s) may ride with the team in the next go-round.
- c. When the announcer calls "cattle are ready", the team will advance toward the herd and, when the announcer gives the team their cattle number, the herd settlers will immediately exit the arena at the outermost sides of the arena. Any interference with an advancing team by the herd settlers will constitute a full and immediate re-ride for that team at the judge's discretion (i.e. no horseplay in the arena).
- d. The advancing team is committed to the herd when the announcer has called "cattle are ready". Any unnecessary delay in crossing the starting line will immediately constitute a disqualification of that team at the discretion of the Arena Director. *EXAMPLE:* Waiting for the herd to spread out after the herd settlers have left the herd before advancing to the herd.
- e. A 30-second warning will be given on all runs.

### 2. Team Vacancies

- a. A vacancy on a team may be filled one run before the start of that team's run. The office and the announcer must be notified. The substitute rider must be otherwise qualified to ride on that team in that division (i.e. proper rating/not excessive entries).
- b. After a team has competed in one go-round, no substitution of riders will be allowed. If for some reason one rider is unable to continue, it is the decision of the remaining two team members to complete the go-rounds. This missing team member is responsible for paying his/her share of the entry fee and can rejoin this team in subsequent go-rounds. If an individual only competes in the first round, this person forfeits any winnings to the remaining two team members. In no event may less than two persons compete except in a designated one-on-one, two-on-two or two-man division.

### 3. Multiple Go-rounds

In a multiple go-round event, teams cannot advance to the next go-round without earning a qualified time in the previous go-round.

### 4. Contact with and Roughing the Cattle

Contact with the cattle by hands, hats, or any other equipment will result in a disqualification. Hazing with whips, ropes, romals, or hats is not allowed. Romals or reins may be popped on horses or chaps.

- a. A judge must be consistent in rulings regarding roughing. Any unnecessary roughness will result in disqualification at the judge's discretion.
- b. The rider must give cattle an avenue of escape, which is to mean if the animal has nowhere to go but through or over the fence, it is roughing.
- c. The rider must keep the horse off of the cattle. A horse following so closely as to "hock" its back legs can cripple the animal as well as cause a potential wreck. Riders should allow space for their horses to respond which prevents them from being too close to the cattle. A rider in control will not hit the animal.
- d. Judges should look for continual pressure by the rider on the cattle.
- e. Knocking an animal over, then stepping on it is always a roughing call.
- f. Running the cattle into the pen hard enough to cause the cattle to crash into the back of the pen is roughing.

g. Not letting up on an animal when the rider or flagger can see a collision developing between the animal and a fence, horse, the herd, or another rider and the rider does not take the necessary action to prevent the collision by allowing an avenue of escape and the collision occurs, is roughing.

## 5. Re-rides

A re-ride is granted to a team which has an outside force interfere with their run. The Arena Director will grant or reject a re-ride based on the following conditions:

- a. Each rider is responsible for their own equipment, horse, or any other hardship (i.e. falling from a horse) and will not be granted a re-ride for any of these reasons.
- b. Teams should pull up and call for a judge's decision for a re-ride before working sick or injured cattle. A re-ride will be granted if the Arena Director verifies the cow is sick or injured.
- c. In any situation where a re-ride is granted, be it mechanical or otherwise, the team may not better their original time, as determined from the point of infraction.
- d. *EXAMPLE:* If a mechanical failure were to occur at 33 seconds into the run, the official time would be 33 seconds and the team could not better the 33 second time during the re-ride run.
- e. If a team starts a run and one of the correctly numbered cows is missing, the team would be granted a re-ride. The team would be allowed to make their re-ride without consideration of a "point of infraction".
- f. A situation may arise where a team has penned their cattle correctly in spite of a problem, which would otherwise indicate a re-ride. If either of the flaggers determines the problem did not affect the run by giving the team an unfair advantage or disadvantage, the Arena Director may declare the run valid and the final time will be considered official.

RMTPA Rules Revised September 2009

g. All re-rides granted in all go-rounds other than the short go will be held at the end of the same set of numbered cattle with the same numbered cattle. A re-ride granted in the short go-round will be run immediately on the same set of numbered cattle with the same numbered cattle.

## 6. Decisions and Protests

The Arena Director's decision is final. A protest of the Arena Director's decision must be filed before that team leaves the arena and must be accompanied by \$25.00. If the ruling is sustained, the protest fee will be returned. If the protest is overruled, the protest fee will be turned over to the RMTPA. Protest rulings will be voted on by all present RMTPA Board Members and officials at the time of the protest and before commencement of the next cattle herd change. Board Members with material interest in the run will not participate in the decision.

## 7. Spotting or Locating Cattle

Spotting or locating cattle by spectators is prohibited. A ten-second penalty may be assessed by the Arena Director/flaggers for violation.

## 8. Minimum Board Members Present

In the absence of special circumstances, there shall be a minimum of One (1) Board Member at each sanctioned event.

## 9. Dress Code

Upon entering the arena, each rider must wear western attire, as follows:

- a. A western hat or protective safety helmet are optional. If a hat is worn, any intentional attempt to discard hats upon entering the arena or during the run will constitute an automatic disqualification, at the judge's discretion.
- b. Riding boots.
- c. A long or short sleeved shirt with a collar, must be buttoned properly, and the shirrtails must be tucked in.
- d. Tank tops, tee shirts and ball caps will not be allowed.

Any member who is in violation of the dress code rule will be given a warning the first time and a "no time" after that for that ride. Additional violation of the dress code will result in a disqualification.

Arena personnel must follow the same dress code.

The line judge (Arena Director) may make exceptions in the dress code due to weather conditions.

## 10. RMTPA members

Only RMTPA members may ride in RMTPA sanctioned events. Non-members may purchase a day pass in order to compete in RMTPA sanctioned events but will NOT accumulate points towards Year End awards. In the event a rider pays annual dues on the day of the event, points earned that day will count toward Year End awards.

## 11. Past due amounts

Any rider owing fees from a previous RMTPA sanctioned event or who has given a bad check will not be allowed to compete or be eligible for Year End awards until the problem has been corrected. A rider who presents a check at a RMTPA-produced event which is returned for insufficient funds will be charged \$25.00 plus any fees charged to RMTPA by the bank for the returned check. These charges must be paid to RMTPA in full before the rider will be allowed to compete in RMTPA sanctioned events or qualify for Year End awards. After notification to a delinquent rider by the Association's secretary, that person's name may be published in Association communications.

## 12. Qualifying for Finals

Members must compete in five (5) sanctioned events in the current RMTPA year to qualify to enter that year's RMTPA Finals. For multiple day events, each day that a member competes will count toward the number of qualifying events. The board may change the number of qualified events for a current year with a majority board vote and changes will be posted in the newsletter as well as the web site.

## 13. Handicap Formula

Penning		Sorting	
Total Team Rating	Additional Time in Seconds	Total Team Rating	Additional Time in Seconds
18	0	12	0
17	0.5	11	1
16	1	10	2
15	1.5	9	3
14	2	8	4
13	2.5	7	5
12	3	6	6
11	3.5	5	7
10	4	4	8
9	4.5	3	9
8	5	2	10
7	5.5		
6	6		
5	6.5		
4	7		
3	7.5		

## 14. Sportsmanlike Conduct

a. Unsportsmanlike conduct by an exhibitor, trainer, rider or spectator will not be tolerated. Activities and behavior that shall be considered unsportsmanlike are listed below:

1. Any act of abuse or an attempt to abuse any horse;
2. Any person who threatens another person or actually inflicts injury to another person;
3. Any person who is publicly intoxicated or disorderly;
4. Any abusive or foul language in the arena or toward other individuals.
5. Any public display of outrage that could tarnish the image of RMTPA;
6. Any person who approaches any Official in a threatening manner;

b. Any RMTPA Director or Judge shall determine a violation of the rules listed herein.



- c. RMTPA reserves the right to disqualify any contestant who exhibits unsportsmanlike conduct as listed above, and such contestant shall forfeit all fees. In addition, any contestant or spectator who continues to exhibit such unsportsmanlike conduct after being asked to cease such conduct may be removed from the show premises.
- d. During any RMTPA-Produced Show, no alcohol will be consumed or possessed by exhibitors in any area where a horse can be ridden. This includes but is not limited to arenas, warm up areas, and staging areas.
- e. Any contestant who is guilty of unsportsmanlike conduct, and fails to cease such conduct/behavior upon request, will be fined \$100.00 and/or suspended and/or expelled from membership.

## **SANCTIONED EVENTS**

### **1. Sanctioning Request**

To be a sanctioned event, a formal sanctioning request must be received by the RMTPA Sanctioning/Show Committee and approved by the Board of Directors in sufficient time for notification of the RMTPA members (requested at least 60 days prior to the requested event date).

Special circumstances may warrant approval by the Board of Directors for the sanctioning of an event with less than 60 days notice of the request. "However the RMTPA Board may charge a fee of \$10.00 per day for each day that the request is short of the 60 day deadline, but not to exceed a total of \$300.00

a. Upon request of sanctioning, a producer must submit a \$200.00 deposit by cash or cashier's check to RMTPA. If the event is not sanctioned, the deposit will be promptly returned to the Producer. If the Event is sanctioned, the deposit will be returned to the producer only after RMTPA has received all of the required records of that event as specified in this rule within ten (10) working days. Failure to provide all required records within the specified time will result in forfeiture of the deposit by the producer. RMTPA will furnish the equipment (and secretary if necessary) to ensure uniform return of data on the Arena Manager Software.

b. RMTPA's equipment (timers, clocks, computers, flags, etc.) may be used by producers based upon availability and upon placement of a \$500 deposit with the Association Secretary. Deposit will be refunded when all equipment has been returned in working condition & the checklist of equipment has been completed. If equipment is not returned or is not in working order, deposit will be withheld and producer will be held liable for the cost of repair or replacement of any missing or damaged equipment.

c. Should a producer choose not to use Arena Manager Software at a sanctioned event, that producer agrees to pay a fee for having the Association Secretary data entry their show to accurately calculate & post the RMTPA points earned at that penning. The amount of the fee will be \$150 up to 300 teams, \$200 for more than 300 teams participating at that event.

### **2. Divisions**

a. Sanctioned events must have all or not less than three (3) divisions each day sanctioned unless prior approval is received by the Board of Directors. Additional sanctioned divisions may be added at the producer's discretion.

b. The producer may offer any other divisions he/she may choose without affecting the RMTPA sanctioned divisions at the same event.

c. . There will be separate Divisions for Junior Youth age 11 & under, and Senior Youth age 12 to 18. Teams in the Junior Youth Division will include two Junior rated riders & one adult rider for penning, and one or two Junior rated rider(s) and one adult rider for sorting (depending on the size of the team). Except that if there is only one Youth rider in the class, he/she can ride with two adults in the penning. In the Senior Youth Division, depending on the mixture of youth riders attending an event, the producer can elect on the day of the show to allow either one adult rider on a Senior Youth Team or all Youth riders on a Senior Youth Team. Again, if there is only one Youth rider in the class, he/she can ride with two adults in the penning. The adult rider may spot cattle & coach the Youth during the run, but may not enter the herd. The Youth rated riders may identify the adult rider for that team; if

no adult is identified, any volunteer adult can enter the team. The adult is not charged for their run; and will not get points or payback. The Youth Division will receive the same number of goes as the regular/adult Divisions.

### **3. Go-Rounds**

Sanctioned events must have one (1) full go-round and at least one (1) additional go-round of at least the top ten (10) teams from the first go-round. Additional go-rounds are acceptable. The producer must advertise their go-round intentions on their flyer.

### **4. Judges and Officials**

Arena Directors and flaggers must be supplied by the producer. It is up to the producer to ensure competency by requiring judges and officials to pass a RMTPA rules test. The producer must specify the line judge as the Arena Director. Two (2) Judges are required for both PENNING and SORTING. In PENNING, one (1) LINE Judge who acts as a backup timer and one (1) PEN Judge. For SORTING, one (1) PRIMARY Judge who is responsible for the whistle and flag and one (1) BACKUP Judge who is responsible for the Time, Cow Count and maintains a written record

### **5. Sanctioned Events and RMTPA Fees**

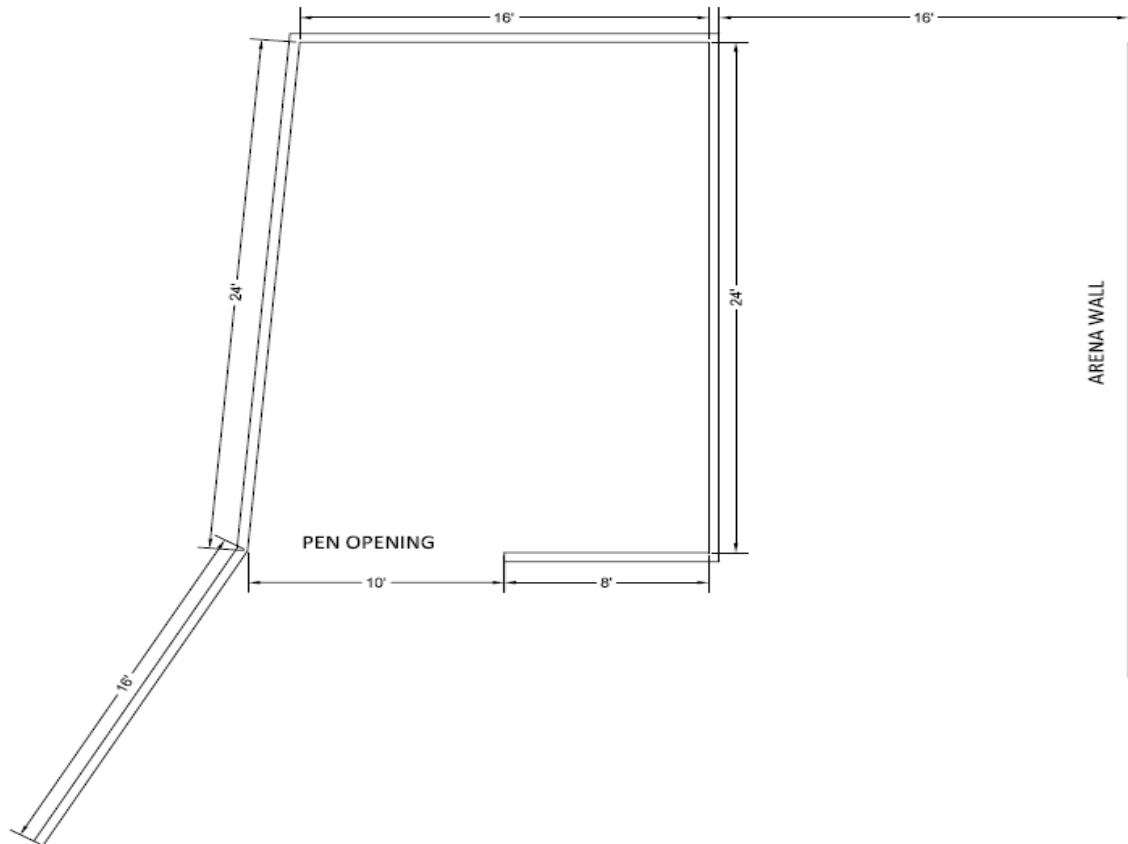
The producer must agree to remit \$2.00 per rider entry to RMTPA for each sanctioned event. From this \$2.00, \$1.00 will be used for year-end awards and \$1.00 for RMTPA administrative costs.

### **6. Arena Configuration**

The starting/foul line may not exceed 40% of the arena from the cattle end, and must be visibly marked at both sides of the arena. The pen configuration must be the standard setup as specified in the diagram herein. It may be moved toward the cattle, but if the distance is less than 40% from the cattle end, this must be specified on the producer's flyer.

### 7. Pen Diagram:

Pen may be placed on either side of the arena at 25% from the non-cattle end. A solid piece of material must be attached to the back panel of the pen to create a visual block for the cattle. It must span the full 6' of the back panel and be at least 12" from the top to bottom.



### 8. Run Time

The time allotted on each run can be determined by the producer but will not exceed ninety (90) seconds and must be stated at the time of the sanctioning request and must be specified on the producer's flyer.

### 9. No Qualified Runs

In an RMTPA sanctioned event, if no team makes a qualified run, the advertised payback shall be divided equally among all of the riders in that division.

### 10. Paybacks

a. Payback must be paid out in the following order:

- One (1) place paid for every ten (10) teams entered in the division
- Not to exceed six (6) places per division
- Producers may pay each place for fewer teams (such as one (1) place in seven (7) teams) but may

- not pay less than (1) place per ten (10) teams.
- Incentive money is figured from the Average pot and paid as indicated under section C or on the Producers flyer.

**Payback Schedule:**

10% Go Money/ 90% Average Money

**Go Money:**

30 teams =1 place paid =100% of Go money

Over 30 team = 2 places paid = 60% - 40% of Go Money

**Average Money:****Teams Places paid Payoff Percentage of Average Money**

1-10 =1 place paid = 100%

11-20 =2 places paid = 60% - 40%

21-30 =3 places paid = 50% - 30% - 20%

31-40 =4 places paid = 40% - 30% - 20% - 10%

41-50 =5 places paid = 30% - 25% - 20% - 15% - 10%

51 and over =6 places paid = 29% - 24% - 19% - 14% - 9% - 5%

b. The payback percentage will be determined by the producer and must be indicated at the time of the sanctioning request. This payback must be indicated on all flyers for the event (along with the percentage paid back).

c. If there is an Incentive section to a division, the payback percentage allocated to the Incentive section will be applied to the entry fees paid by all Incentive Teams and that amount shall be held separately for payback to Incentive Teams only. The same Payback Schedule listed above shall be **applied to those Incentive payback funds.**

**11. Division Entry Maximums**

The producer must specify the number of times (i.e.: four (4) maximum, five (5) if one is an incentive team or draw team) each rider may enter each RMTPA sanctioned division at the time of the sanctioning request. The producer must also specify that one (1) or two (2) riders must be changed to make a new team and this must be published on all flyers for the event.

RMTPA Rules Revised September 2009

**12. Event Flyer Publication**

All show particulars must be advertised on the producer's flyer according to the approved sanctioning request. There will be no changes to the approved sanctioned format once advertised. Any requested changes must be presented to the Sanctioning/Show Committee for review and decision prior to release of the event flyer and within sufficient time to notify participants. The flyer should contain a division run order (per day).

**13. Rules Enforcement.**

The producer agrees to enforce all RMTPA riding rules for the sanctioned events; however the Dress Code (Rule #9) may be adjusted to conform with the rules of the Co-Sanctioning organization.

**POINTS AND PAYBACK SCHEDULE**

1. **Points are determined** based on the number of teams competing in a division.
2. **Points will be awarded** for each go-round as well as the average.
3. **Points in each go-round** will be awarded to a maximum of two (2) places.
4. **Average points** are awarded to ten (10) places, determined by the number of teams in the division.
5. **Points earned in incentive divisions** will be calculated as average points.
6. **Points earned at Finals** will count for the previous penning year, not the upcoming year.

PLACE IN GO-ROUND			PLACE IN AVERAGE										
TEAMS	1 <sup>ST</sup>	2 <sup>ND</sup>	TEAMS	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 to 9	.5		3 to 4	.5									
10 to 19	1		5 to 9	1	.5								
20 to 29	2		10 to 14	2	1	.5							
30 to 39	3	2	15 to 19	3	2	1	.5						
40 to 49	4	3	20 to 24	4	3	2	1	.5					
50 PLUS	5	4	25 to 29	5	4	3	2	1	.5				
			30 to 34	6	5	4	3	2	1	.5			
			35 to 39	7	6	5	4	3	2	1	.5		
			40 to 44	8	7	6	5	4	3	2	1	.5	
			45 Plus	9	8	7	6	5	4	3	2	1	.5

7. **Payback** is determined by the number of teams in a division. (See Sanctioned Events, Para. 10.)

## RMTPA RATING SYSTEM

1. Each new RMTPA member will be assigned a number rating **1 to 6** by the Rating Committee. The Committee will consider the member's riding ability, cattle reading ability, team penning and ranch sorting experience, and the ability of the horse balanced against the rest of the members in the RMTPA. As an RMTPA member you will accept the rating given to you by the RMTPA rating committee or you may send a letter in writing requesting a review of your rating.

2. The Rating Committee may freely rate and/or change any RMTPA member's number through the member's first three (3) sanctioned events in the current year. RMTPA members may be further re-rated for significant cause until August 1<sup>st</sup>. The only RMTPA members re-rated after August 1<sup>st</sup> are those who have not competed in (5) sanctioned events before August 1<sup>st</sup>. Other rating changes completed after August 1<sup>st</sup> affect the rating status for the next RMTPA season only. Deleted last line of paragraph

3. All rating protests must be in writing, signed and can be given to any Rating Committee member or any RMTPA Board Member.

4. Any RMTPA member who has had a rating changed (other than during a major association-wide re-evaluation) will be notified either in person or by phone, and followed up in writing. In addition, RMTPA operates and maintains a World Wide Web site where all ratings are posted and updated when modified (URL: <http://www.rmtpa.com> ).

5. Year End Awards will be awarded to the high point individual in each rating number category. Each RMTPA member is eligible to win awards in the number category they end the year with. If a RMTPA member's number is changed midyear, any points earned will move with the RMTPA member, either up or down, to the new category.

6. Rating Criteria:

a. #1 RATED Member: beginning rider, learning to pen and/or ride; horse may have some cow working skills. Member has less than two (2) years experience; low or no earnings.

b. #2 RATED Member: beginning rider, or beginning knowledge of positioning and cutting skills, limited knowledge of cattle.

c. #3 RATED Member: novice rider and/or horse with good cattle reading and penning and sorting skills; rides well with same rated members in lower rated classes.

d. #4 RATED Member: Shows above average horsemanship and cattle reading skills; becoming consistent in ability and judgment.

e. #5 RATED Member: An experienced member who places in the upper rated classes locally and nationally.

f. #6 RATED Member: Competes professionally; is rated at the top in most all organizations; would rank in the top ten (10) percent of RMTPA members; wins locally and nationally.

g. JUNIOR RATED Member: Junior members must: be 17 or under at the time of purchasing their

membership (if a Junior turns 18 during that membership year, they may continue to compete in the Junior class). A Junior in RMTPA must be rated a #2 or less.