



Official 2026 RSTPA Rule Book

RSTPA

“Live to Ride, Ride to Live”

Established in 2013, RSTPA’s goal is to promote and expand the Ranch Sorting and Team Penning sport on the east coast.

We are a membership focused association, providing members with quality shows, fair ratings, and affordable entry fees so members and their families can enjoy the sport together.

RSTPA welcomes riders of all ages and riding abilities.

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Section 1 – Membership

1.1 Membership:

Annual Membership fee is \$50.00 per person. Lifetime Membership fee is \$300.00. All NEW memberships are FREE for the first year. Annual Memberships are valid for one year, beginning and ending after the RSTPA National Finals each year.

1.2 Additional Family Members:

Family Members, which includes a member's spouse and any children living at home, who are older than 12 and younger than 21, can join for an additional \$25.00 each. Additional Lifetime Membership is \$200.00.

1.3 Youth Memberships:

Any youth, 12 years of age or younger as of January 1st of the current year, will receive a Free Membership. A birth certificate copy may be required for age verification. Youth Membership entitles the Member to all the benefits of the RSTPA Member.

1.4 Membership Requirements:

Participants MUST be a current member of RSTPA to collect winnings at an RSTPA Sanctioned Show. Membership status must be current in the RSTPA Producers database at the show. Renewal & first-time memberships can be purchased through RSTPA headquarters or at any RSTPA show office, prior to the show or class he/she is entering. Participants can purchase memberships any time throughout the year. Participation in an RSTPA show by a participant who is not a current RSTPA member will result in disqualification of the participant. The disqualified participant shall not receive a refund of entry fees, prizes, or winnings, nor will they receive any points earned. The current RSTPA member will receive their points and winnings. By entering an RSTPA sanctioned event, the participant is representing that they are in compliance with RSTPA Membership Requirements. Acceptance of an entry at an RSTPA Show shall not constitute a waiver of the requirements set forth in this rule. Membership fees are not refunded as a result of classification or rule disagreements. Membership fees are non-refundable & non-transferable.

1.5 Show Passes:

First time participants are entitled to a Free One Show Pass, which entitles them to day monies, but points and attendance will not count unless they sign up for a FREE One Year Membership. Participants cannot compete in any future shows unless they are a current member of RSTPA.

1.6 Membership Suspensions:

Any member or non-member may be suspended and denied privileges and benefits by RSTPA for good cause including inappropriate behavior, unsportsmanlike conduct and anything that might be a deterrent to the integrity of the game, failure to pay any obligation due to RSTPA or sanctioned RSTPA Producer, for giving a declined credit card or bad check for any and all fees, fines & charges due to RSTPA. Each returned check or declined credit card will incur a \$50.00 fee due to RSTPA. If the outstanding debt is not settled within 30 days, the member or non-member will be suspended until the debt is satisfied.

Section 2 – Ratings

Ratings

2.1 Rating Definitions:

#1 Beginner – Novice rider who is just starting out or a rider that has competed but has not shown any adequate improvement in their rating will be rated according to their ability and how they are mounted.

#2 Rookie – Novice rider who has shown improvement but has limited horsemanship and/or knowledge of cattle. Occasionally places among #1 and #2 riders at regional/national shows.

#3 Novice – Novice rider who has reasonable horsemanship and cattle skills and consistently places among #1-#3 rated riders at regional/national shows.

#4 Amateur – A rider who has average horsemanship and cattle skills that occasionally places among #4 and #5 riders in regional/national.

#5 Amateur – An experienced rider, who has above average horsemanship and cattle skills and consistently places on a regional/national level.

#6 Open – An experienced rider with professional ability. Able to ride and win in most any situation at the regional/national level.

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

Senior Youth – Any youth rider aged 13-16 as of January 1st of the current year.

Junior Youth – Any youth rider aged 12 and under as of January 1st of the current year.

Masters – Any adult rider that is 45 years of age or older on the date of the show.

2.2 Rider Ratings Procedure & Classification

1. Rating Classification: Each new member of RSTPA must be given a rating. To participate in an RSTPA sanctioned event, it is the members responsibility to answer all questions accurately and completely on the membership form and/or from an RSTPA Director and/or Show Producer on the day of the show. The RSTPA Director or Show Producer will be responsible for giving a rating evaluation and classifying the rider at the show. When a new member joins by mail, the RSTPA rating committee will assign the members rating. The rating committee will review ratings of all new members and may reassign a rating in accordance with these rules. Four criteria will be used by the rating committee to determine a riders rating:

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

2– Horsemanship skills as well as the rider's overall ability to ride.

3– Quality of horses being used.

4– The ability to work and read cattle.

2. Absence Re-Classification: Any individual rejoining RSTPA after a year or more absence will be required to have their rating re-evaluated by the Rating Committee.

3. Rating Appeal & Changes: The RSTPA rating committee may reevaluate and change the rating of any member during the competition year. If a member submits an appeal, the appeal will be reviewed after the member has competed in 3 shows (minimum 45 rides) under their current and/or new rating.

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

*If the request is denied, the member must ride in 3 shows (Minimum 45 rides) before emailing a new request.

Section 3 – Team Penning Classes

3.1 Standard Team Penning Classes

1. Classes: RSTPA Sanctioned events will include any or all the following suggested classes:

All Levels HC, #12 HC, #10 HC, #7, #6 Novice HC, #3 HC All Draw, Masters HC (45+), Junior Youth HC, Senior Youth HC or Junior & Senior Youth combined, Youth/Master.

2. The Handicap System: All team penning classes will be handicapped by ½ second, refer to page 13, section 9.3. Producers may apply for special sanctioning to include special sub-classes to enhance participation at an RSTPA sanctioned event.

3. Mandatory Classes: Producers are required to offer a minimum of 3 team penning classes to qualify as a sanctioned event. Mandatory classes are: All Levels (Open), #6 or #7 HC and at least one other class.

4. Draw Classes: Designed to allow new members to the sport an opportunity to find rides and meet other members.

3.2 Team Penning Class Descriptions

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

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

3. #3 Draw: Only #1 rated riders may enter this class. All Draw. Must take a minimum of 3 draws. 6 ride limits.

4. #10 Masters HC: Riders must be at least 45 years of age the day of the show to ride in the class. Pick 5 Draw 1 or draw all or all draw 6 ride limits.

3.3 Youth & Youth/Master Classes

1. Youth/Master HC: Will be a 6 ride limit with a minimum of 3 rides/ All Draw. Open to senior and junior youth. The team must consist of youth members 16 years of age and under as of January 1st of current year and a master rider of at least 45 years of age the day of the show. There will be no caps. Junior and senior points will be kept separately and only towards youth qualification. Master points will be kept separately. Handicap is the highest rated team combined in the class. Anyone can ride into the herd and call for time. The Youth/Master class will have one go and top ten, run on a 60 second clock. The payback will be the Producer's discretion with a minimum of 50% payback.

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

Section 4 – Team Penning Rules

4.1 Team Penning Rules

1. Object of Team Penning: Within a specified time limit a team consisting of 3 riders in the arena must cut out from the herd and pen 3 heads of cattle with the assigned number. Most cattle with the fastest time wins.

A. Time Limit: The Producer shall use a 60 second clock and may use "Producer's Option" allowance to extend the time limit to 75 seconds for any class but must have special sanctioning approved and advertised at the show accordingly. A warning may be given to the team working the cattle at 30 seconds of remaining time. Producer has the option of implementing progressive time when the number of teams meets the requirements for the next go-round.

B. Spotting Cattle: Spotting cattle in the herd of any team in the arena, by any person outside the arena, is prohibited. Any form or manner of assisting a team in the arena with finding the location of any of their assigned cattle on the herd side of the foul line, may, at the Judge's discretion, subject the team to disqualification, excluding the Youth Class or any Youth/Master Class.

2. Starting the Run: All cattle will be grouped on the cattle side of the start line within the designated area, before the time begins. The Judge will raise the flag to signal when the arena is ready. The flag will drop when the nose of the first horse crosses the start/foul line. The team will be given their cattle number instantly. The next team has 30 seconds to enter the arena. If not in the arena within 30 seconds, they will receive a 30 second warning. Upon the decision by the Judge, the announcer will call the team a no-time unless waived for a good cause. No team member may enter the arena after the time has started.

3. Calling for Time:

A: One team member must stand at the opening of the gate and raise a hand for the flag. The flag will drop when the nose of the first horse enters the pen, the assigned cattle are fully loaded in the pen and the rider calls for time. The team will receive a 'No Time' if the cows are entering the pen but are not fully loaded in when the team calls for time. Time continues until all unpenning cattle are completely on the cattle side of the starting line. If a cow escapes from the pen after time is called but prior to the time that any unpenning cattle are on the cattle side of the line, the team will be judged a 'No Time'.

B. Escaped cattle is one with any part of its body coming out of the opening of the pen.

C. A team may call for time with only 1 or 2 assigned cattle penned. However, teams penning 3 head places higher than 2 or 1 head, regardless of time.

4. Hazing: Contact with cattle by hand, rope, bats, apparel, or any other equipment, will result in a 'No Time'.

5. Too Many Cattle Over Foul Line: Except for the Youth Penning, teams are permitted 1 trash cow (wrong numbered cow) across the foul line, but no more than 3 total cows. The trash cow can change throughout the run, but no more than one trash cow can be on the pen side. If more than one trash cow crosses the foul line, the Team will receive a 'No Time'. Any part of the fourth cow that crosses the line will receive a 'No Time'. In Youth Penning, any 3 cows can be on the pen side at any one time, but any part of the fourth cow across the foul

line will receive a 'No Time'. Producers can invoke a "No Trash Rule" and a 1 Trash Rule in the Youth and Novice Classes at their discretion.

6. Reasons for a Re-Ride:

A. In the event the team is given a number that has already been used within a set of cattle, a re-run must be given IMMEDIATELY if discovered within the same set, using the correct number within the same set. Teams receiving a re-ride will be able to start their time at zero. In case of other official or mechanical error or a downed cow, a re-ride will be given IMMEDIATELY using the same numbered cattle.

B. If a cow leaves the arena, the team can either be given a 'No Time' for unnecessary roughness, can be given time on their remaining cattle, or given an immediate re-ride based on the Judge's discretion.

C. Team observes an unfit (see section 6.4 #4 for definition of unfit cattle,) injured, unidentified, or dangerous animal before committing to the cattle; the team must notify the Judge. Once the team is committed to the cattle, no re-rides will be given. 'Committed to the cattle' means that the team has crossed the foul line, the flag has been dropped to start the time on that run and their cattle number has been called. A team cannot protest a herd that has been successfully penned on.

D. As each new team begins a run, there should be 30 heads in the arena. If a team draws a number where more or less than 3 identical numbers are in the arena at the time of their run, that team must have an IMMEDIATE mandatory re-ride if discovered within the same set of cattle on the same number of cattle. Teams receiving a re-ride will be able to start their time at zero. Times for all other teams with the same miss-numbered herd will remain the same.

E. If a team rides out-of-order, their time and number of cattle will stand. No re-ride will be given for teams riding out of order. Once the problem is identified, the teams going forward will be correctly aligned. All go's must be posted before the round starts.

7. Cattle Rotation – Order of Herd Rotation

The Producer will number each herd available for team penning. The Producer has the option to run less than 10 teams per herd to equally divide teams among sets. All options shall be decided and announced before the first go-round of each class.

8. Roughing

A team will be disqualified for roughing-consisting of any physical contact by horse or rider at the judges discretion, running over cattle with horses, stepping on cattle while in pursuit, running through the herd in such a manner that the cattle are knocked down, and entering the pen with such force on the cattle causing them to collide with the back panels. A Judge's call for roughing will result in an immediate 'No Time' for the team and is not disputable.

9. Arena Layout

The suggested arena size for team penning is 100' x 200', although there shall be no mandatory arena size.

A. Foul Line: The foul line shall be between 30% - 35% of the arena length from the cattle end of the arena and the foul line. The foul line may be extended by 5% for each 10' beyond 110' in width to accommodate larger, wider arenas. The foul line shall be determined and advertised as such by the Producer.

B. Pen Opening: The entry gate to the pen shall be 25% of the distance from the arena back wall but shall not be less than 55' from the arena back wall. *Please see diagram*

10. Working Cattle on Foot

Any attempt to work cattle on foot will be judged a 'No Time'.

11. Display Clock

All RSTPA sanctioned events must have a readable display clock. Electric eye will not be used to start time. In the event of an extreme malfunction, the Producer may determine how and whether to proceed with the show.

Section 5 – Ranch Sorting

5.1 Standard Ranch Sorting Classes

1. RSTPA sanctioned events will include any or all of the following suggested classes: All Levels HC, #10 HC, #9 HC, #8 HC, #6 HC, #4 HC, #2, Rookie #9 HC (2 cap on sorter), Youth/Masters HC, (under 16 & over 40 years old), Junior or Senior Youth or combined youth, and Round Robin.

2. **Handicap System:** The handicap in all RSTPA sanctioned events in ranch sorting will be as follows:

Each rating below the highest possible team number in a class will receive one second subtracted from the team's final time from the cattle sorted (refer to page 13 section 9.4). Producers may apply for special sanctioning to include subclasses to enhance participation at a sanctioned event.

3. **Mandatory Classes:** Producers are required to offer a minimum of 3 sorting classes to qualify as an RSTPA sanctioned event. Mandatory classes are: All Levels HC, one Novice Class and the #9 Dash For Cash.

4. **Round Robins:** Can be RSTPA sanctioned and be used as a qualifying class so long as it is part of a weekend show that consists of a minimum of 3 sorting classes. Special sanctions can be requested for a weekend of round robins with a minimum of 2 other classes offered. Mandatory classes are: All Levels HC, one Novice Class and a #9 Dash For Cash.

5.2 Ranch Sorting Class Descriptions

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

2. **All Other Classes:** 1 Mandatory Draw, may pick or draw up to 5 more rides. Total team rating cannot exceed the class cap. 6 ride limits.

3. **Senior & Junior Youth HC:** Will be 6 ride limit with a minimum of 3 rides/All Draw. Open to senior & junior youth. The team must consist of two youth members 16 years of age and under as of January 1st of the current year. Senior & junior points will be kept separately and only count towards youth qualification. There will be no caps. The combined team Handicap is a #6 in the class. The youth class will have one go and top ten 3 go's at 50 teams at producer's discretion. The payback will be at the Producer's discretion with a minimum of 50% payback.

4. **Youth/Masters:** Up to 6 rides with a minimum of 3 rides/All Draw. One senior or junior youth member (16 years of age and under as of January 1st of the current year) rides with a Master (45 years of age or older as of show date). The highest team rating will determine the handicap. The payback will be at the Producer's discretion with a minimum of 50% payback.

5. **Rookie #9 (2 Cap on Sorter):** 1 mandatory draw, may pick or draw up to 5 more rides. Riders rated #2 or below can sort in this class. If both riders are rated #2 or below, they both may sort. Riders rated higher than a #2 must remain in the gate only and allow the #2 or below rider to sort. The total team rating cannot exceed the class cap. 6 ride limit.

6. **Ranch Hand:** In this class there is a designated sorter. Members can ride together twice if they change the designated sorter. Riders can ride 5 times in each role. This class has a 10-ride limit with one mandatory draw.

7. **Round Robin:** Any number of riders. Each rider will ride with each other on a 60 second clock with a HC of the highest rated team. One go. Riders total number of cattle and then Producer's discretion whether to use blow outs & total time or just total time will be calculated. RSTPA suggests paying 3 places, but payout placing is Producer's discretion.

Section 6 – Ranch Sorting Rules

6.1 Ranch Sorting Rules

1. **Object of Ranch Sorting:** Ranch Sorting is a 2 Man team sorting. 10 cattle will be numbered 0-9. The Producer has the option to add 1 to 4 unnumbered cows.

2. **Starting the Run:** The Judge will raise the flag when the pen is ready. The judge will signal the beginning of the run by dropping the flag when the nose of the first horse crosses the start/foul line. The team will be given the first number instantly. The cattle will then be sorted increasing in sequence from that number. A warning may be given to the team working the cattle at 30 seconds of time remaining. The next team has 30 seconds to enter the

arena. If not in the arena within 30 seconds, they will receive a 30 second warning. Upon the decision by the Judge, the team will get a 'No Time' unless waived for a good reason. No team member will enter the pen after the time or run has started.

3. Sorting Order: Cattle must be sorted in number sequence. If any part of a cow crosses the start/foul line out of sequence, a 'No Time' will be called. A 'No Time' will also be called if any part of a good cow crosses the start/foul line & returns to cow side. Any cow not entirely across the start/foul line will not be counted. The tenth cow must be completely across the line before a blank cow starts across or the team will receive a 'No Time'.

4. Placings: Teams sorting in 3 goes will place higher than teams sorting in 2 goes. Teams sorting 2 goes will place higher than teams sorting in 1 go. All ties, if lap timers are not used, will be brought back to the finals unless greater than 5 additional positions are created. All ties that are runoff will be drawn for position of go. All ties can be eliminated using lap timers, which is recommended.

5. Lap Timers: It is recommended that hand timers are used at all RSTPA sanctioned events.

6. Time Limits: 60 second allotted time limit for each class will be required at Producer's discretion. RSTPA recommends a 60 second clock.

7. Settling Cattle: Each new herd must be familiarized with both sides of the sorting pens before the first team runs on a herd. Cattle will be settled prior to the first run at the Judge's discretion. It is the Judge's responsibility to see that cattle herds are settled as needed.

The Producer has the following three options for settling cattle:

1. Cattle may be settled on one side every time and sorted one way.
2. Cattle may be settled on one side for the first run of each herd and alternated to the opposite side each consecutive run.
3. Cattle may be settled on one side for the first run of each herd and then resettled on the side with the most cattle remaining.

6.2 Spotting of Cattle

Spotting cattle in the herd of any team in the arena, by any person outside the arena, is strictly prohibited. Any form or manner of assisting a team in the arena with finding the location of any of their assigned cattle on the herd side of the foul line, (this includes calling out of any cattle numbers) at the Judge's discretion, subject the team to disqualification, excluding the Youth Class, any Youth/Master Class or a #2 Class for non-added money shows.. No bystanders will be allowed on the judges stand (excluding show officials and producers) or by the sorting hole except for the youth class, youth master class, and the # 2 class. Bystanders will be allowed to stand behind the midpoint of the catch pen.

6.3 Rider Falls Off

If a rider falls off, the rider may get back on and continue sorting. Working cattle on foot will result in a 'No Time'.

6.4 Reasons for Re-Ride Ranch Sorting

1. Number already called: If a duplicate number is called within the same set of cattle a re-ride must be given immediately upon point of discovery using the same set of cattle with the correct number. The re-ride will begin with the time of zero. The same set of cattle have to be in the pen once they go back to the holding pen, the team's time will stand.

2. Official, Mechanical or Downed Cattle: In these cases, a team will be given the option to take their time on the number of cattle sorted at the time the ride was stopped by the Judge or a re-ride immediately with the same numbered cattle beginning at a time of zero. If a team rides on a herd with an identical number in the arena, at the time of their run, they will receive an IMMEDIATE mandatory re-ride on their same numbered cattle & on the same set of cattle beginning at a time of zero. No re-rides will be given to any previous team.

3. Cow Leaves Arena: Judge's discretion on a re-ride, 'No Time' or a good time with cow count at the moment the calf leaves can be given if a cow leaves the arena. All re-rides will occur immediately using the same number of cattle starting at zero cattle with a new clock.

4. On deck team: If the on deck team is in the chute and pushes the cow back through the hole to cause no time it will be the judges discretion to give that team a re-ride.

5. Injured, Unfit or Unidentifiable Cattle: Prior to a team crossing the start/foul line and committing to the herd the team must notify the Judge of any unnumbered, injured, or unfit cattle. Once brought to the Judge's attention, the Judge will determine whether to correct the problem or proceed forward. If at the Judge's

discretion, a re-ride is given, the re-ride will occur immediately using the same numbered cattle after the cow in question is replaced. No re-rides will be given to the previous teams.

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

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

The Judge has 3 options:

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

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

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

6.5 Roughing: A team will be disqualified for roughing- consisting of any physical contact by horse or rider at the judges discretion, this will also include running cattle into panels or in hot pursuit that causes cattle to collide and fall down. Roughing/warning could be called for slamming cattle into the catch pen or continued work on cattle after the time clock has stopped at the Judges Discretion.

Section 7 – 3 Man 2 Gate Sorting

7.1 3 Man 2 Gate Sorting

1. 3 Man 2 Gate: 3 riders, using a recommended 60' – 80' wide and 50' deep to the foul line pen with 2 gates and the auxiliary pen 30' – 40'. Hole opening is 12'-16' on both sides.

2. Object: There are 10 cows numbered 0-9. The Producer has the option to add 1-4 unnumbered cattle. At the beginning of the run, there are 3 riders behind the foul line in an arena. Even numbered cattle, including 0, are brought through the right gate and odd numbered cattle are brought through the left gate.

3. Following Other Sorting guidelines: Other general sorting guidelines are contained in the Ranch Sorting Rule Section. Please refer to that section for rules that apply to Ranch Sorting, Open Arena Sorting and 3 Man 2 Gate.

7.2 Open Arena Sorting Rules

1. Open Arena Sorting: 3 Man team using a full open arena with a foul line length at Producer's discretion, and one judge.

2. Object of Open Arena Sorting: There are 10 cattle numbered 0-9, and 1-4 unnumbered cattle at the beginning of the run behind the foul line, in an arena with 3 riders on the opposite side of the foul line.

3. Following other Sorting Guidelines: Other general Sorting guidelines are contained in the Ranch Sorting Rule Section. Please refer to that section for rules that apply to Ranch Sorting, Open Arena Sorting and 3 Man 2 Gate.

7.3 Ties: All ties, if lap timers are not used, will be brought back to the finals unless greater than 5 additional positions are created. All ties that are runoff will be drawn for position of go. All ties can be eliminated using lap timers, which is recommended.

Section 8 – Entries and Rounds

8.1 Entries and Number of Goes

1. Minimum Goes for Team Penning and all 3 Man Classes: Classes with more than 50 teams:

The producer has the option to include a minimum of a first go, 30% back to second go and then top 10. Classes with 50 or less teams in the first go will go directly to the top 10. Producer's discretion for a second go. The second go will have a cap of 75 teams.

2. Minimum Goes for Ranch Sorting: Classes with more than 75 teams:

The producer has the option to include a minimum of a first go, 30% back to second go and then top 10. Any class that has 75 Teams or less in the first go, will go directly to the top 10. Producer's discretion for a second go. The second go will have a cap of 75 teams.

3. Entry Fee of \$45.00 or Less: Producers have the option to go to a top 10 regardless of how many teams are in the first go when the entry fee is \$45.00 or less not including sanction fees.

- 4.** All classes are Pick 5 Draw 1 or Draw All, except for the Youth, Youth/Masters, and All Levels. RSTPA recommends Pick 1 Draw 1 for All Levels Classes, but the Producer has the discretion to do All Draw or Pick 5 Draw 1.
- 5. Payback Percentage:** Producer's option, with a minimum of 50% payback. All Classes have an additional \$3.00 per ride/per rider sanctioning Fee.
- 6. Running Order:** All classes are progressive, meaning you must sort in each go to advance. Zero head sorted or penned is considered a 'No Time'. The top 10 for all classes will have their running order determined by draw, mechanically or physically at Producer's discretion. In the event that you don't make the top 10 you can still get paid/points if all spots are not filled in the top 10. Example if there are 5 money spots and only 3 teams make the top 10 the next 2 spots will bleed down to the 2nd go.
- 7. Payment of Fees:** Producer has the option to require cash, check or credit card. Producers requiring cash only must advertise as such on their show flier. Entry fees are payable to the RSTPA Producer.
- 8. Forfeiture of Monies Won:** Producers are not responsible for checking team ratings prior to competition. That is the responsibility of the competitors. However, at payout, the Producer will check the team members ratings. Teams exceeding the class number, combined rider classifications or handicaps as defined under classes, will forfeit all monies won. In the event of a forfeiture, all places and monies will be distributed to each of the next placing teams in descending order regardless of if any of those teams did or did not ride in the short or final go. Example: A class paying 5 places and the 1st place team is eliminated, the 2nd place team moves to 1st place, 3rd place to 2nd, etc.
- 9. Entering with Same Partner:** 2-3 member teams are permitted to ride together only once in each class, unless it is the result of a draw or under special sanctioning.
- 11. Draw Out, Replacement & Emergency Draw Out:** Any team may draw out of any class with notice prior to the start of the class with no draw out charge. If no notice is provided; the entry fees are forfeited to the class pot. If an individual draws out, the other team members may draw out or replace the team member with a new member of the same rating or less. If a team member fails to notify an RSTPA official or the Producer of a draw out and does not appear prior to the first go of the class, the other team members may get a substitute partner of the same rating or less. In no instance may a team member use another member entry fee. If a substitute team member is replacing a member who has a doctor or vets release, or has been officially drawn out, that replacement will be required to pay entry fees. In no instance will the team be moved to a later draw position while the team member locates another partner. In the event of an emergency involving a competing team member, their family member or their horse, the Producer may draw that team out and refund their entry fee.

Section 9 – Handicap Charts, Payout Schedule, and Points

Handicap Charts, Payout and Points

9.1 Recommended Payout Schedule

Places		Percentage Splits					
1		1- 10 Teams	100%				
2		11-20 Teams	60%- 40%				
3		21-30 Teams	50%- 30%- 20%				
4		31-40 Teams	40%- 30%- 20%- 10%				
5		41-100 Teams	34%- 27%- 20%- 10%- 9%				
6		101-150 Teams	32%- 24%- 17%- 10%-9%- 8%				
7		151-200 Teams	28%-22%-17%-10%-9%-8%-6%				
8		201-250 Teams	26%-22%-14%-10%-9%-8%-6%-5%				
9		251-300 Teams	26%-19%-13%-10%-9%-8%-6%-5%-4%				
10		300 & Above	25%-18%-13%-10%-8.5%-7%-6%-5%-4%-3.5%				

The average will pay one place for every ten teams or part thereof up to a total of five places and one more for every 50 teams at and after 101 teams.

9.2 Points Chart

The RSTPA Point System will be used to award points to members placing in the Top Ten of any class for which they are eligible. Classes with 101 or more Teams will be awarded Double Points. Points will be awarded to the top 10 places regardless of if they made a time in the final go or not.

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

9.3 Team Penning / Arena Sorting / 3 Man 2 Gate HC Quick Reference Chart

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

All Levels HC	
Team Rating	Total HC
3	-9
4	-8.5
5	-8
6	-7.5
7	-7
8	-6.5
9	-6
10	-5.5
11	-5
12	-4.5
13	-4
14	-3.5
15	-3
16	-2.5
17	-2
18	-1.5
19	-1
20	-0.5
21	0

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

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

9.4 Ranch Sorting HC Quick Reference Chart

All Levels HC	
Team Rating	Total HC
2	-12
3	-11
4	-10
5	-9
6	-8
7	-7
8	-6
9	-5
10	-4
11	-3
12	-2
13	-1
14	0
#8 HC	
Team Rating	Total HC
2	
3	-5
4	-5
5	-3
6	-2
7	-1
8	0

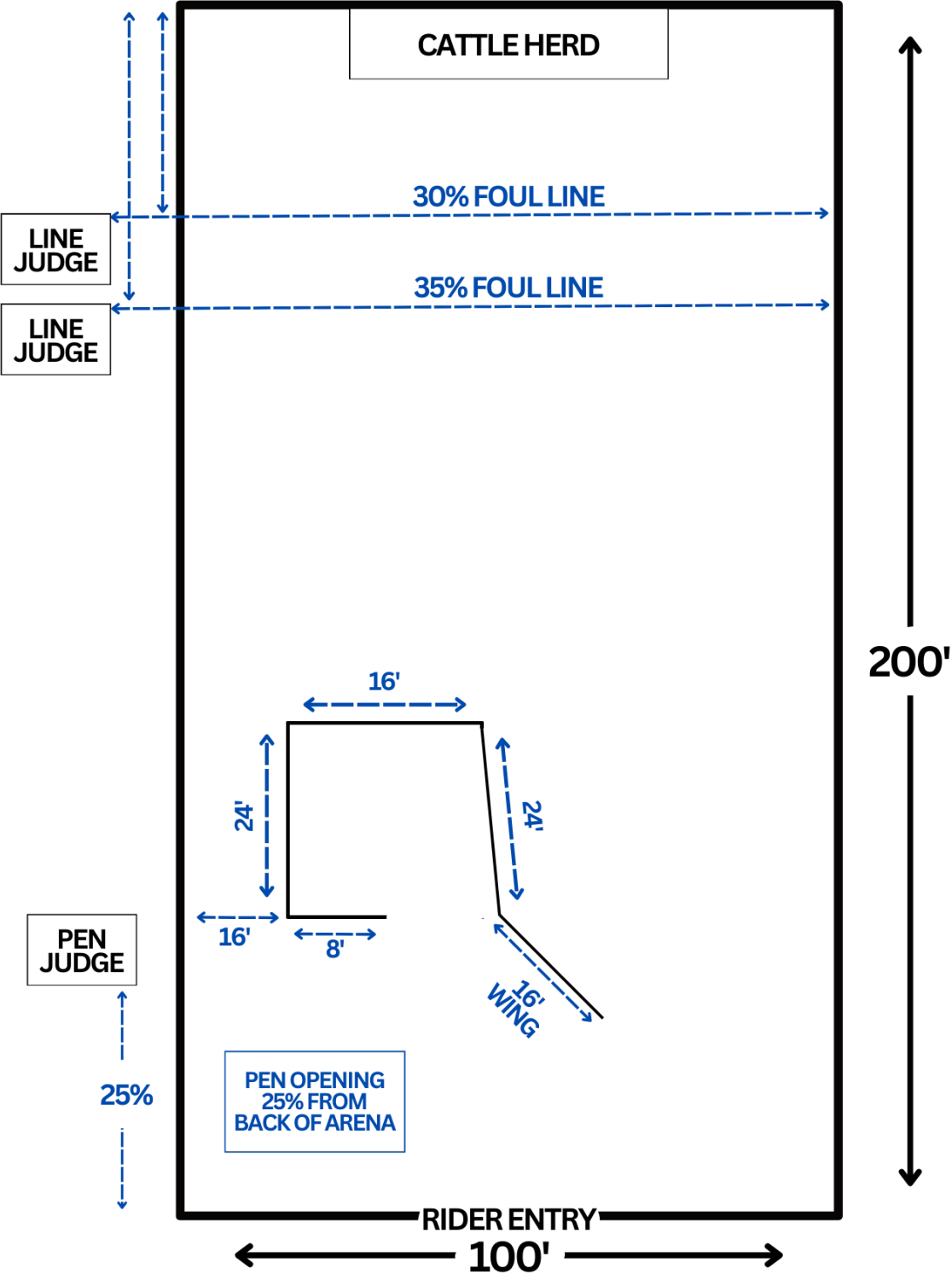
#6 HC	
Team Rating	Total HC
2	-4
3	-3
4	-2
5	-1
6	0

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

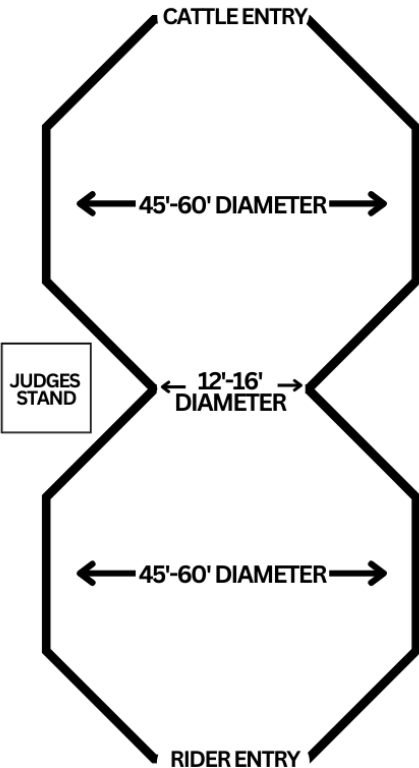
Section 10 – Arena Arrangements

Arena Arrangements
10.1 Team Penning Arena

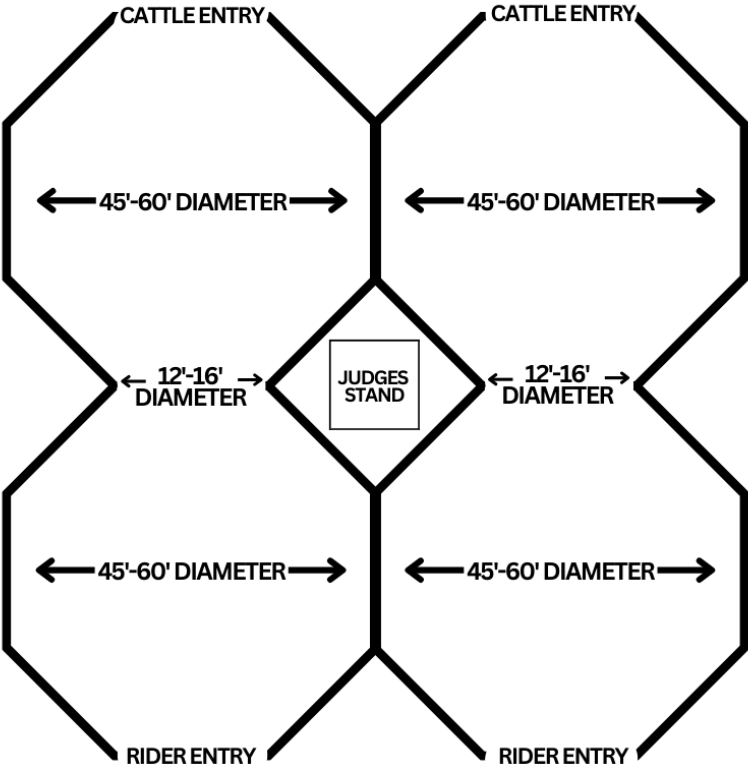
TEAM PENNING
ARENA CONFIGURATION



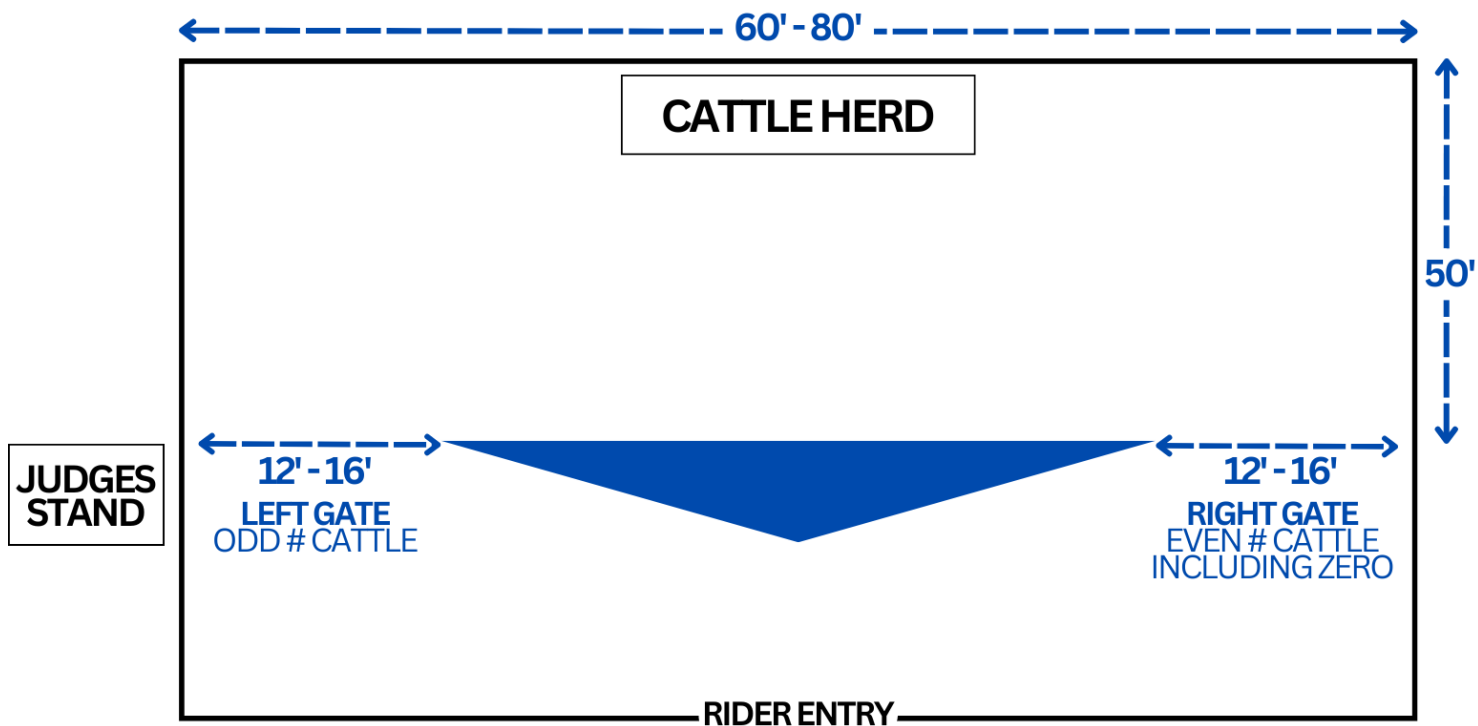
SINGLE SORTING ARENA CONFIGURATION



DOUBLE SORTING ARENA CONFIGURATION



3 MAN - 2 GATE ARENA CONFIGURATION



Section 11 – Disputes

11.1 Disputes for Ranch Sorting, Team Penning, Open Arena Sorting & 3 Man 2 Gate

A team can not dispute a run that's already covered by Ranch Sorting rules 6.4 & 6.5 & Team Penning rules 4.1-6 & 8. A protest must be lodged with the Judge before the team exits the arena. The results shall be decided and announced immediately, and the team will either get a re-ride on the same herd using the same number or the result at the time of occurrence, whether it was a no time or a time on that number of cattle. The team is responsible for verifying their ride time and head count prior to leaving the arena. If a head count is in question after the team leaves the arena the judge will refer to the time sheet. Whatever the headcount is written on the timesheet that count will stand.

Section 12 – Mandatory Show Guidelines

12.1 Mandatory Show Guidelines:

1. Conduct

- A.** All RSTPA members shall follow the official RSTPA rules and regulations at all sanctioned events.
- B.** RSTPA has the right to disqualify any member who acts in an unsportsmanlike, unreasonable, or unprofessional manner. This includes abusive schooling of horses. Disqualified contestants forfeit all fees. Members will receive a warning and/or may be suspended and/or expelled from RSTPA. RSTPA reserves the right to revoke or refuse membership.
- C.** Judges/Directors/Producers shall be treated with courtesy, cooperation, and respect. No person shall direct, abuse or use threatening conduct toward any Judge, Judges family, RSTPA Director or Producer either in furtherance of their Judging and/or event duties/responsibilities or as result thereof, whether the conduct occurs during a show, on the show grounds or off show grounds RSTPA and or the Judge reserves the right to disqualify a contestant from the class and could be suspended from RSTPA. Disqualified contestants forfeit all fees.
- D.** By virtue of paying an entry fee and competing in a sanctioned RSTPA event, whether or not paid, RSTPA is granted permission by each member to use his/her photographic images for the promotion of the sport.

12.2 General Guidelines:

- 1. Approved Officials:** Judges must pass the RSTPA Judges Test. The test can be found on the website. The test must be reviewed and approved by an RSTPA Director. For team penning classes there must be two Judges and one timekeeper. A back up timer is recommended for all sanctioned events. For ranch sorting classes there must be one sorting Judge and one timekeeper. The announcer may function as the judge and timekeeper. All Judges, timekeepers and announcers must be compensated by the Show Producer.
- 2. Judges:** The Judge's decision is final. In the event of a dispute between Judges, the Producer will be the ruling will be at the discretion of the Producer.
- 3. Cancellation Before End of Class/Show:** If a class/show is canceled due to weather or other extenuating circumstances before the final go, the last fully completed go will decide the winners of the class/show. Decision to cancel the class/show shall be at the discretion of the Producer.
- 4. Access to Show Results:** Producers shall have access to the results any time after the conclusion of that class. At Producer's discretion or riders request a preliminary report of points or monies earned in each class may be openly posted for members to review.
- 5. Rider Substitution:** In the event of substitution of a rider after a team has made its original ride may be allowed at the discretion of the Judge for compassionate reasons. The show secretary must be notified to ensure that monies are awarded to the appropriate rider in each go. Substitute riders must be rated the same or lower than the rider they are replacing.
- 6. Dress Code:** All riders, Judges, announcers, timekeepers, and gate persons at any RSTPA sanctioned event must wear western attire. Western hats are optional. Ball caps are prohibited. Western shirts must

be tucked in and properly buttoned. Tank tops and t-shirts will not be allowed. RSTPA recommends the use of helmets for all riders.

Section 13 – Guidelines for Show Officials

Guidelines for RSTPA Show Officials

13.1 Guidelines for Judges:

1. The Producer may select any reputable person to apply to become an RSTPA approved Judge. All Judges must take the RSTPA Judge's Test and be familiar with the RSTPA Rules.
2. The Judge is responsible for enforcing the RSTPA Rules and Class Procedures as outlined in the RSTPA Rulebook. The Judge is responsible for checking each herd as it enters the arena for correct head count, proper numbering, and number readability. The Judge shall also watch for lame, crippled or otherwise injured cattle.
3. Approved Judges will be placed on an RSTPA Approved Judges List on the RSTPA Website.
4. Judges must retake the test every 3 years.

13.2 Guidelines for Announcers: All RSTPA Announcers must be familiar with RSTPA Rules and General Guidelines.

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

13.4 Guidelines for Show Secretary: Producers may select any reputable person to apply to become an RSTPA Approved Secretary. An approved RSTPA Show Secretary must become familiar with both the RSTPA Rule Book and computer software. The Show Secretary shall be the primary person responsible for the correctness of the entries and show results, including verifying member eligibility.

13.5 Guidelines for Producer: Producer shall have the authority and responsibility to enforce all rules and ratings pertaining to the show. Producers may excuse any horse or exhibitor from the show prior to the show or during the judging for any infraction of rules or misconduct.

13.6 Finals Qualification for Show Officials: Show Officials include Judges, Announcers, Secretaries & Cattle Herd Workers. Show Officials MUST ride in 1 show and work or ride 5 other shows to qualify for RSTPA Finals.

Section 14 – Qualification for National Finals

14.1 Qualification Guideline for National Finals:

1. All Members must attend 6 shows & at least 6 rides at each show to be eligible to attend the Finals and be qualified for Year End Prizes/Added Money at the Finals.
2. Youth Riders must attend 6 shows and must ride in the Youth Class at least 3 rides at each show to be eligible to attend the Year End Finals and for Year End Awards in the Youth Class.
3. Master Riders must attend 6 shows and must ride in the master's class at least 3 rides at each show to be eligible to attend the Year End Finals and awards.
4. Dash for Cash Riders must attend 6 shows and must ride in the class a minimum of 2 rides at each show to be eligible to ride this class in the finals.
5. Producers can have a maximum of 10 shows. The shows can be 1-3 days, but only count as 1 show unless they get special sanctioning from the RSTPA Office.
6. All points will be accumulated and will count from all shows attended throughout the year towards Year End Awards. \$10K or more added money shows will be a double qualified show which will consist of 2 shows in one weekend. Show # 1 being on Friday and show # 2 being on Saturday & Sunday. Riders must ride a minimum of 6 rides in show # 1 to qualify as a show and a minimum of 6 rides in show # 2 to qualify as a show. The Dash For Cash class will only run at 1 show either show # 1 or show # 2 (Producers Discretion). The riders will have the option of 4 rides to double qualify anything less than 4 rides will qualify as 1 show. The Youth sort class will only run at 1 show either show # 1 or Show # 2 (Producers Discretion). The riders will have the option of 6 rides to double qualify anything less than 6 rides will qualify as 1 show. Riders must ride a minimum of 3 rides.

14.2 Guidelines for National Finals Video Reviews:

1. Judges' calls can be reviewed by official videos only. If anyone who is riding in the same class chooses to protest a judges call they must put up a \$100.00 protest fee that will be billed to their invoice. A designated official will review the video and will make the final decision. Protests must be made within the same set of cattle they rode on. No exceptions. The team is responsible for verifying their ride time and head count prior to leaving the arena.
2. Roughing calls are not reviewable.
3. Conduct rule 12.1.1C will be enforced

14.3 Qualification Guidelines for the #9 HC Dash for Cash Class

1. Rider must be qualified to ride at the RSTPA National Finals to compete in the #9 Dash for Cash class at Finals
2. The entry fee will be \$100 per rider/\$200 per team plus sanctioning fees 50% Payback. The producer will receive 25% for hosting the class and RSTPA will receive 25% which will be paid back 80% as added money at the 2024 RSTPA National Finals. Guaranteed Minimum Of \$20,000 added
3. This is a full **10 to 1** pointed class and all points will be added to the riders total Year End points.
4. Open to all riders with a team rating that does not exceed the cap.
5. The rider must ride 2 times in the class with a mandatory 1 draw (6 ride limit) with no duplicate pick teams at a minimum of 6 shows to be qualified to ride in this class at the RSTPA National Finals. This class will be offered at all RSTPA sanctioned events.
6. This class will have a mandatory 3 goes at 25 teams, with a minimum of 10 qualified teams back to the second go. You must sort to advance. RSTPA Pay Table applies.
7. **Finals Entry Fee for the #9 Dash for Cash Class** - At the finals the # 9 Dash for Cash class will be \$100 per rider/\$200 per team plus RSTPA fees with a 50% Payback. The producer will receive 25% for hosting the show; the other 25% will go towards the following season's added money. The added monies will be paid out to the top 10 teams regardless of team count or added monies amount. The day money will be paid out according to team count per rulebook schedule. The # 9 Dash for Cash Class will be an (6 ride limit) with a mandatory 1 draw. There will be 3 go's, 30% back to the second go (the 75 team cap rule is waived for this class only), then advancing to the top 10. You must sort to advance. If the class has 300 or more teams it will be 4 go's, 30% to the 2nd go, 30% to the 3rd go and then advancing to the top 10.
8. RSTPA rules apply.

Section 15 - Added Money Shows

15.1 Guidelines for Round Rules

1. All Added Money classes will be 2 go's and a top 10 in a case of not having enough teams in a class to bring back 10 teams to the 2nd go the show secretary will adjust the 2nd go to 10 teams coming back. All qualified teams will go back to the top 10. The youth classes will be 2 go's unless they reach the minimum number of 50 teams to do 3 go's.