

## CALIFORNIA CATTLE PENNING ASSOCIATION

Try it, you'll Like It!

Rules and Regulations

2020 / Rev. 01.23.2020

### **Board of Directors Resolution**

Our organization exists to promote and enhance good, fair competition with the emphasis on families and friends. With the stress and excitement generated at a competition, we all will occasionally forget these things. The Board of Directors feel that all members need to remind ourselves that we are not just competing for money, that there are, and should be other equally important reasons to be here. As adults we need to demonstrate to our junior members that we can conduct ourselves with maturity and with good sportsmanship. Again, if all members remind themselves why our club exists, we can do nothing but prosper and grow.

### **Penning Rules**

*Within* a 65 second time limit for #12 and #11 Quickdraw, and a 75 second time limit in the #7, Juniors Divisions, and Pee Wee Divisions a team must cut out from the herd and pen three (3) head of cattle with the assigned (same) identity number. The fastest time wins.

If a team goes out of order in the go-round on the teams' account, the team WILL be disqualified. If the Announcer calls the incorrect team into the arena and the team's run is started, they will be asked to stop the run, the team that was called into the arena incorrectly will be given a re-ride at the end of the same herd on the same number that the team should have had in the first place.

A team may call for time with only one (1) or two (2) assigned cattle penned. However, teams penning three (3) head of cattle place higher than two (2), and two (2) place higher than one (1); regardless of time. In a multiple go-round contest, in the event that teams pen their cattle in only one (1) go-round the fastest time wins; regardless of which go-round. Also, in multiple go-round contests, teams that pen in each go-round will beat teams that fail to pen in a go-round; regardless of the number of cattle penned on time.

For example: times in two go-rounds beats time on one (1) go-round, time in one (1) go-round beats no time. Within sixty (60) seconds after the previous team pens, the following team's time starts regardless of whether all the team members are present. After one-minute gate call the team is committed to pen cattle. A minimum of two team members must be present to compete. Once a team commits to ride with two riders the 3<sup>rd</sup> rider cannot be added on this same team for the 2<sup>nd</sup> go or the top ten. If only one team member is present the team is disqualified. In all scenarios all three entries must be paid in full.

All cattle will be bunched on the cattle side of the starting line before the time begins. The Flagger will raise the flag to signal when the arena is ready. Contestants will be given their cattle penning number when the line Flagger drops his flag as the nose of the first horse crosses the starting line. Riders are committed once they enter the arena. Any delay will be a disqualification. The starting line will be 30-60% of the distance of the arena from the cattle end.

A team is determined to have "called for time" when the nose of any team member's horse enters the pen opening and the rider of that horse raises his/her hand. The Flagger shall drop the flag designating the conclusion of a run when the team calls for time and all the cattle then entering the pen are entirely in the pen. However, time continues until all unpenned cattle are on the cattle side of the starting line.

In the event that an animal escapes from the pen after time is called for, but prior to the time that any unpenned cattle are on the cattle side of the Flagger's line, the team will be flagged a 'No Time'. In a case where officials stop time prior to the end of the run, the team will receive another run at the end of that herd using the same cattle number, regardless of the team's order of go in the herd. The team may not better the time that was recorded on the original run. A team calling for time with any wrong numbered cattle in the pen will be judged a 'No Time'. A team exhibiting any unnecessary roughness will be judged a 'No Time'. If more than four (4) cattle are brought across the starting line, a team will be flagged a 'No Time'.

Contact with cattle by hands, hats, rope, bats, Rommel, or any other equipment is a disqualification. No hazing with whips, hats or ropes are allowed. Rommels or reins may be used in direct contact with the horse or chaps only.

As each new team begins a run, there should be thirty (30) head of cattle in the arena. In the event that more or less than three (3) identical numbers are discovered within a herd, when discovered, the team in the arena (at that time) with more or less than three (3) identical numbers must have a rerun at the end of the total go-round. Times for all other teams that have already penned within such a mis-numbered herd will remain the same.

In the event a team is given a number that has already been used within a given herd, a rerun must be given immediately using the correct number with that same herd. Should the error be discovered after the herd has been removed from the arena, then the rerun will be given at the end of the total go-round using the same herd.

Once committed to the cattle, the team is completely responsible for their animals. It is the team's responsibility before working the cattle to pull up and call for a Judge's decision, if in their opinion; there is an injured or unusable animal in their numbered cattle. Once the cattle are worked, no excuses are accepted. If an animal leaves the arena, either over or through the fence, time will be immediately called and the team can either be disqualified for unnecessary roughness, or can be given a rerun, depending on the Judge's decision. If a re-run is given, it must be given at the end of the herd and the team cannot better their called time. The Arena Operator and Directors in charge will determine the cattle used for re-runs. If more than one rerun is given in any go-round, they will be taken in order of occurrence.

When time is accidentally stopped before a dirty is cleared; the team will be given a re-ride on the same number cattle at the end of the herd. In the event that the team betters the time clocked on the original ride, the original time is awarded.

In the event of an unforeseen accident/collision, a re-ride may be given at the Directors discretion.

In the event of a tie affecting the placing, each team will pen three (3) head of cattle with the assigned (same) identity number. Fastest time breaks the tie.

In case of a dispute, the team puts up \$50 for a decision. If sustained, the team gets their money back, if not, the money will go to the Association. The head Flagger must be notified of a protest immediately prior to the next teams' ride. The Flaggers, two (2) Directors-in-Charge and the CCPA President will be the Event Officials. Decisions of the Officials are FINAL.

In the event a situation arises that does not have an existing written rule, the Executive Committee (President, Vice President, Secretary, and Treasurer) will make a determination.

### **Divisions**

Any CCPA approved event must have a #12 Division, a #7 Division, Junior 14 & under Division, PeeWee Penning Divisions, and a #11 Quickdraw Division.

CCPA works on five (5) number rating systems – Ones and Twos (1's & 2's) are classified as Novice riders, Threes and Fours (3's & 4's) are considered Limited/Amateur riders, and Fives (5's) are considered Open riders. Criteria are based on riding ability, experience, strategic understanding of the game, and horse's ability. CCPA's Rating Committee determines your rating and CCPA's Board of Directors reviews it for final approval. All Penners may appeal their rating by writing a letter to the President. CCPA Board or Rating Committee may change any person's rating after they have competed in two (2) CCPA events.

You may enter the #12 and #7 divisions four (4) times. Three (3) of your teams you may pick and must change at least one (1) partner. One (1) team must be a draw team. You are required to have one (1) draw team per division, but you may have up to four (4) draw teams if you should choose. Junior division participants may enter three (3) times and are exempt from the draw. PeeWees may enter two (2) times and are exempt from the draw. You may enter the #11 Quickdraw one (1) time, which will give you three (3) draw teams. You are responsible to see that you are only entered a maximum of four (4) times in an event. If you are entered more than four (4) times, the fastest time, points and money, if won, will not be awarded to you. Your teammates, however, will not be penalized.

**#12 Division:** \$50 entry fee, open to everyone, however, the total number of the team may not exceed a twelve (12) rating. A maximum of (1) Open Penner (rated #5) may ride on a team. Any team who breaches this rule will be disqualified.

**#7 Division:** \$40 entry fee, open to everyone. The total number of the team may not exceed a seven (7) rating.

**Junior Division (14 and under):** \$15 entry fee. Juniors may pick three (3) teams, changing at least one (1) partner each time. The team will consist of two (2) junior riders and one (1) adult Ghost Rider of the Juniors choosing. Junior riders must be 14 years of age or under on January 1<sup>st</sup> of the current penning year. The adult Ghost rider may only hold the line – they may not go in and cut cattle from the herd.

**PeeWee Division:** PeeWee's will have a One (1) rating and a \$5 entry fee. A team will consist of three (3) riders, two (2) adults and one (1) Peewee. A Peewee must be 10 years of age or under on January 1<sup>st</sup> of the current penning year. Peeweess must ride independently in the saddle. A team must cut out and pen one (1) head from the herd with their assigned number. The Peewee rider must be the first rider into the gate and raise his/her hand in the pen. No wrong numbered cattle are to be in the pen when time is called for. The Peewee rider must make the first attempt into the herd to cut out the assigned numbered cattle. The opening between the pen and the nearest lateral fence will either be paneled off or blocked by riders, as if it were paneled. There will be a 75 second time limit to this division. A PeeWee may ride in the junior division and still ride as a peewee; however, you may not ride above the junior division and still ride in the peewee division. Unassisted PeeWees may go two (2) times. Assisted PeeWees may go two (2) times. An assisted

PeeWee is defined as a lead line competitor. Pee Wees may only ride in 1 Pee Wee Division per show (may not ride in assisted and unassisted in the same show).

**#11 Quickdraw Division:** \$75 entry fee, open to everyone. This class is a TOTAL draw – no pick teams. A rider may only enter this division one (1) time. One (1) entry into this division will make three (3) draw teams for this rider. The total combined rating of any draw team may not exceed eleven (11). A maximum of one (1) Open Penner (rated #5) may ride on a team.

**\*\*This division is an individual division. The rider – not team – with the fastest aggregate time on the most number of cattle will win\*\***

**Order of Go:**

- #12 – Two Go, Top Ten, Average
- PeeWees – One Go, No Average
- Juniors – Two Go, Average
- #7– Two Go, Average
- #11 Quickdraw – One Go Average

**Event Year**

The Penning & Sorting year will run from January 1<sup>st</sup> thru October 31<sup>st</sup>. CCPA will run a nine (9) month point system with final points ending with October’s event. CCPA will have a finals dinner, awards, and shoot-out in October.

**Membership Dues**

Yearly membership fees will be \$45 for adults and \$20 for youth (17 and under). Yearly memberships offered from January – June. Family membership at \$100.00 per family (family includes up to two (2) adults & children under 18 years old).

**Permits**

Anyone participating in a CCPA event must be either a member or buy a \$15 day permit prior to competing.

**Dress Code and Fines**

Western button up long or short-sleeved shirts must be worn tucked-in, boots or riding shoes with heels, and cowboy hats or no hat are required before entering the arena. Juniors/Pee Wees 14 and under must wear a helmet. Any rider on the team in violation of the dress code will be given a verbal warning to correct the infraction. If the violator does not correct it, they will be fined \$10 for each infraction and future rides for the event will be disqualified.

**Member in Good Standing**

In order to compete in a CCPA sanctioned penning event, an individual must be a member in good standing. The term “good standing” includes a current paid membership or a day permit fee and no outstanding monies owed to CCPA due to returned checks, fines, etc. If an individual writes two or more checks that are returned by the bank, he/she will be considered to be a member not in good standing. Should that situation occur, then the individual would be required to pay all money in cash.

### **Voting/BOD**

A voting member shall be defined as a full paid adult member (18 years of age at time of the vote) and in good standing with the club. You need to be a member and be in good standing to be nominated for the board. CCPA will cover up to \$15 per person at board meetings toward food/drinks.

### **Officials**

There will be two (2) Flaggers, one (1) Timer and one (1) Announcer.

### **Payouts**

50% payback to the #12, #7, and Junior Divisions, with 20% for 1<sup>st</sup> go, 20% to 2<sup>nd</sup> go and 60% to the average. 50% payback to the #11 Quickdraw Average. PeeWees will have 100% payback.

### **Points**

The points are accumulated based on the number of teams you beat within the Division. For example: there are thirty (30) teams participating in an event and all pen their cattle, twenty-nine (29) teams would receive points, the last team would not, as that team did not beat another team.

1st receives twenty-nine (29) points  
2nd receives twenty-eight (28) points  
3rd receives twenty-seven (27) points.....etc.

Points for the #12 will be accumulated on the 1<sup>st</sup> Go, 2<sup>nd</sup> Go, Short Go, and Average. Points for the #7 & Junior Divisions will be accumulated on the 1st and 2<sup>nd</sup> Goes and the Average. Points for the #11 Quickdraw Division will be accumulated on the Average by person – not team. Points for the PeeWee Divisions will be accumulated on the 1st go.

In the Junior Division, go-rounds, points will be awarded only to those teams with times. In the average, money and points will be awarded to those with cumulative times. All monies not awarded will revert to the treasury.

If a team has a no time they will not receive any points.

### **Alcohol on Premises**

No alcoholic beverages are allowed on the premises during a CCPA event.

### **Scholarships**

Applicants must be a member and in good standing. Participate in three (3) pennings, either working or competing. Applicants must submit a letter to the board by September 1<sup>st</sup>. The scholarship, including the amount, is awarded at the end of the penning year at the boards discretion. Recipient may be eligible to receive scholarship up to four times.

### **Finals Event**

Anyone can ride in the finals event if a member in good standing or pay a day fee. However, you may not ride with any pick team where a rider is in the top 11, unless you have competed in 3 previous events in the penning year. In order to qualify for the Shoot-out, you must have penned in three (3) events (not including the finals) to participate.

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