

CALIFORNIA CATTLE PENNING ASSOCIATION
Rules and Regulations
Rev. 01/01/2024

Board of Directors Resolution

Our organization exists to promote and enhance good, fair competition with an emphasis on families and friends. With the stress and excitement generated at an event, we occasionally forget these things. The Board of Directors wants all members 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 good sportsmanship. Again, if all members remind themselves why our club exists, we can only prosper and grow.

Penning Rules

A team consisting of three (3) riders, must cut out from a herd of thirty (30) cattle and pen three (3) head of cattle with the assigned (same) identity number, within a stated time (see times per division). In the Pee Wee Division, a team must cut out from the herd and pen one (1) head of cattle with the assigned number. The fastest time wins.

If a team goes out of order in the go-round on the team's 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 their 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 or 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 3rd rider cannot be added to this same team for the 2nd 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. Any 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 deemed 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 entirely 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. If the team betters the time clocked on the original ride, the original time is awarded.

If an unforeseen accident/collision occurs, a re-ride may be given at the director's 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. The fastest time breaks the tie. Directors may choose to split the prize money amongst the teams in lieu of a run off.

Spotting cattle is not permitted. Spotting is calling out color or location of cattle by someone other than the team that is currently in the arena. Anyone spotting cattle will be issued a warning for a first incident. Second incident of spotting cattle will result in a \$25.00 fine, a third incident of spotting cattle will result in a \$50.00 fine. Any additional incidents could result in additional fines and possible expulsion from a penning.

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, directors-in-charge and the CCPA President will be the event Officials. The 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.

Ratings

CCPA works on a six (6) number rating system- Ones and two (1's & 2's) are classified as Novice riders; Three and Four (3's & 4's) are considered Amateur riders; fives, and sixes (5's & 6's) are considered Open riders. The criteria are based on riding ability, experience, strategic understanding of the game, the horse's ability, and the rider's success rate.

6 Rated Rider:

A number 6 rider is considered an open rider when compared to other riders. They are an exceptional rider who has consistently won at multiple event venues. The rider can communicate and guide their fellow teammates when riding with all levels of riders. The rider has an exceptionally well-trained horse with a professional ability.

5 Rated Rider:

A number 5 rider is considered an open rider. They are a very competitive rider, who can communicate well with their teammates and have well trained horses. The rider has won at multiple event venues consistently.

4 Rated Rider:

A number 4 rated rider is considered an amateur rider. They are frequently doing well at local competitions and usually in the top end of their division at year end points. Their horses are well trained in the team penning aspect and the riders are reliable in competition.

3 Rated Rider:

A number 3 rated rider is considered an amateur rider. They may have made it in the top ten. Their riding ability or horses may not always be consistent. The rider has sound horsemanship skills and cattle skills. The rider finds it difficult to assist other teammates.

2 Rated Rider:

A number 2 rated rider is considered a novice rider. They have ridden in competitive horse events with cows. They are still learning but show improvement each time they compete at team penning events. They ride best when partnered with experienced riders.

1 Rated Rider:

A number 1 rated rider is just beginning to learn how to team pen. They just started and are still making mistakes when being coached from experienced penners. A Number one rated rider does not always direct their horse correctly when needed.

Rider ratings will be evaluated annually at the end of the competitive season. Any changes will be formally notified to the rider. The rider will have no later than 20 days or sooner from the first event of the season to make a formal protest to the rating change. The rider must submit the protest in written format to the CCPA email address (penningccpa@yahoo.com). The committee will decide within 5 days of the formal protest. A riders rating cannot be changed after the first event until the competitive season has ended, the exception to this rule is a new rider.

If a new rider competes at a CCPA event who has not been rated before, the new rider will then be rated by criteria above and the committee will have two events to change riders rating up or down based on the rating criteria. The rider will then have till 7 days prior or sooner to the start of the next event, to make a formal protest in writing to be submitted to the CCPA email address for review. The committee will decide within 5 days of the formal protest before the start of the next event.

A rider can be only raised one rating each season except for new riders.

All ratings will be posted by the end of the calendar year.

The classification of a new rider; is a rider who did not compete at a CCPA event in year(s) prior to the current season.

*For sorting events put on by CCPA a rider will be rated based off the same criteria as the penning (1-6). A rider may have a lower or higher rating from the riders' penning rating based on the riders' ability, experience, a strategic understanding of the game, the horse's ability, and rider's success rate, as it relates

Divisions

Any CCPA approved event will have a #12 HC Division, a #9 Division, a Novice Division (#2 cap on the rider), Junior 14 & under Division, and a Pee Wee Division.

You may enter the #12 HC, #9, and Novice 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 can draw all teams if you choose. The Junior division participants may enter three (3) times and one team will be a mandatory draw. Pee Wees may enter two (2) times and are exempt from the draw. You are responsible for seeing that you have 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 Handicap Division: \$45 entry fee, open to everyone, however, the total number of the team may not exceed a twelve (12) rating. A team rated less than a 12 will get one second deducted from their time based on the difference between 12 and the total team rating. For example, if your cumulative team rating is a 9 and you run a 57 second run you will have 3 seconds deducted and your time will be 54 seconds. Time limit is 60 seconds. Two go average.

#9 Division: \$45 entry fee, open to everyone. The total number of the team may not exceed a nine (9) rating. Time limit is 60 seconds. Two go average.

Novice Division: \$35 entry fee, open only 1 and 2 rated riders. Time limit is 75 seconds. Two go average.

Junior Division (14 and under): \$15 entry fee. Juniors may pick up to two (2) teams, changing at least one (1) partner each time and 1 mandatory draw (or they can draw all 3). The team will consist of two (2) Junior riders and one (1) adult ghost rider. Junior riders must be 14 years of age or under on January 1st 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. The Unassisted Pee Wees may ride in the Junior Division, but Assisted Pee Wees may not. 75 second time limit. Two go average.

Pee Wee Division: Pee Wees will have a \$5 entry fee, may go up to 2 times, and be 10 years of age as of 01.01 of the current year. 75 second time limit, one go. A team will consist of two (2) adults and one (1) Pee Wee. A team must cut out and pen one (1) head from the herd with their assigned number and the Pee Wee must make the first attempt in the herd. The Pee Wee must be the 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 opening between the pen and the nearest lateral fence will either be paneled off or blocked by riders, as if it were paneled. Unassisted Pee Wees must ride independently in the saddle. An Assisted Pee Wee is defined as a lead line competitor and must be lead from the ground only and cannot be lead from horseback. An Unassisted Pee Wee may ride in the Junior Division and Assisted Pee Wees may not ride in the Junior Division. Any Pee Wee that rides above the Junior Division may no longer ride in the Pee Wee Division. Pee Wees may only ride in 1 Pee Wee Division per show (may not ride in assisted and unassisted in the same show). No points will be assigned to the Assisted Pee Wees.

Order of Go:

#12 HC – Two Go Average
Pee Wees – One Go, No Average
Juniors – Two Go Average
#9 - Two Go Average
Novice – Two Go Average

Event Year

The Penning & Sorting year will run from January 1st thru October 31st. CCPA will run a maximum of 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 are available from January – June. Family membership is \$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 before competing.

Dress Code and Fines

Western button up long or short-sleeved shirts, long pants, and boots or riding shoes with heels are required before entering the arena. Hats – cowboy hats or no hat is allowed, with an exception for beanies or headbands in cold weather. 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 the bank has returned, he/she will be considered 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) Announcer/Timer.

Payouts

50% payback to the #12 HC, #9, Novice, and Junior Divisions, with 20% for 1st go, 20% to 2nd go and 60% to the average. Pee Wees 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...etc

Assisted Pee Wee Division will not have any points.

If a team has all no times 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 in good standing and participate in three (3) penning events, either working or competing. All applicants must submit a letter to the board by September 1st. And must include where they plan to attend school, what they plan to study, and describe their history/involvement with the club. They must also provide proof of school registration. The Scholarship, including the amount, is awarded at the end of the penning year at the board's discretion. A recipient may be eligible to receive a 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. To qualify for the Shoot-out, you must have penned in three (3) events (not including the finals) to participate.

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