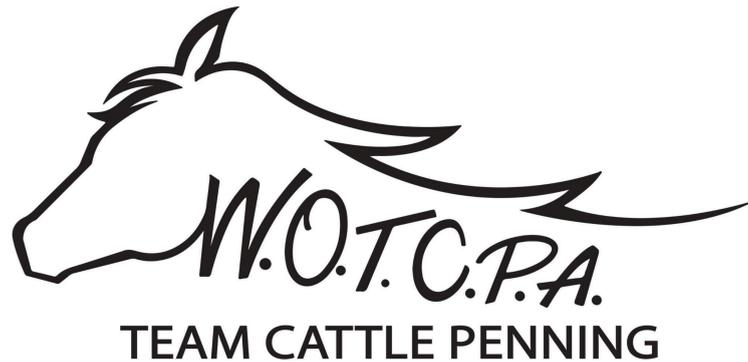


Manual of Operations



Western Ontario Team Cattle Penning Association

Last Updated: February 26th, 2026

Our association will make all attempts to follow the W.O.T.C.P.A official rules. If any adaptations have been made to the rules, the changes will be included within our WOTCPA Manual of Operations and will be presented as “Last Updated: *Date*”. You can access this manual on the W.O.T.C.P.A. website (www.wotcpa.com).

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PURPOSE OF THE WOTCPA

To provide a sport in which riders and horses can compete in a healthy, competitive environment. The WOTCPA takes pride in the association, its members, and sponsors. The WOTCPA will do its best to ensure that the sport of Team Cattle Penning remains a reputable sport, taking into consideration the safety of its members and the animals involved. In order to do so, the WOTCPA has compiled an outline of its rules and regulations.

RULES

Our association will make all attempts to follow the C.T.C.P.A. official rules with limited exceptions. If any adaptations have been made to the rules, the changes are included within our WOTCPA Manual of Operations. A copy of the C.T.C.P.A. rules can be downloaded from the C.T.C.P.A. website.

RULES OF THE GAME

There are 30 head of cattle with numbers on their backs. Each cow will have one number between 0-9. There are 3 cows with each number (ex. 3 – 0s, 3 – 5s...).

There are 3 people on horses that form 1 team.

When the Judge puts the flag up, the announcer will announce “flags up!” and the 3 people head towards the cattle at the far end of the area. As they cross the foul/start line in front of the announcer, the time will start, and the team will be assigned a number.

The team then will try to get their 3 numbered cattle without any of the other cattle crossing the foul line.

The foul line is $\frac{3}{4}$ of the way up the pen where only the assigned number of cattle can cross. If the wrong numbered cattle cross the line, the team is disqualified.

The 3 people on horses chase the 3 right numbered cattle into the small pen at the end of the arena where time will be stopped.

The team is allowed 60 seconds to get this job done, but some of the best times have been 19 seconds.

CALLING FOR TIME

When all 3 cattle enter the pen time will AUTOMATICALLY be called. The judge will drop the flag and time will be stopped once all four feet of all 3 cattle have crossed the pen line, and all riders and horses are on the pen side of the foul line. If a horse and rider are not on the pen side of the foul line, the time will not be stopped until all 3 horses and riders are on the pen side of the foul line.

If 2 or less cattle are penned, the competitors must MANUALLY call for time by raising their hand and having the nose of their horse break the plane of the gate. If a rider manually calls for time with 2 or less of their assigned cattle in the pen, the remaining cattle of their assigned number DO NOT have to be on the herd side of the foul line. If a team calls for time MANUALLY and not all 3 riders and horses are on the pen side of the foul line, that team will be disqualified.

HERD HOLDERS

Once your run has ended, two riders on that team MUST bring the cattle back to the herd and settle them in a tight uniformed group, and centre them on the herd side of the foul line. When the announcer says "Flags Up" the herd holders must stand there quietly without bumping any cattle. The herd holders must stand there until the cattle number is called and then they may proceed to leave the pen. When leaving the pen you MUST go along the outside of the pen. If a herd holder disturbs the cattle once "flags up" is announced, they may be called for unsportsmanlike conduct and the team may have to restart.

DISQUALIFICATIONS

Trash

If an unassigned cow (trash) crosses the foul/start line at any time during the run, the team will be disqualified. Cattle will be judged over the cattle/start line when all four feet are over the line.

- The Junior Youth Class is allowed 1 trash cow.

Roughing

Roughing is called when a rider pushes/causes a cow to run into a panel, jump gates, or cause a cow to fall/collapse. Roughing will only be called if you do not allow the cattle another direction to run to or are being extremely aggressive, causing harm to the cattle beast.

Hazing

If a rider hazes cattle with hats, ropes, whips, reins, or any other equipment, that team will be disqualified. Riders may wave or bump reins on their own leg or saddle.

Unsportsmanlike Conduct

Unsportsmanlike conduct by a team or rider may result in disqualification determined by the judge. Unsportsmanlike conduct may be, abuse of one's horse or cattle, excessive foul language, intoxication in the arena or arena grounds, being aggressive towards others physically or verbally, etc. A rider may also be suspended from attending shows for a period of time if the unsportsmanlike conduct is extreme and agreed upon by the judge and executive committee.

Spotting

The competing team may be disqualified immediately if there is any blatant spotting detected from anyone besides the riders on the current team competing. Spotting is defined as giving assistance to the competing team that assists them in finding their cow at the herd end of the arena. Saying a specific number, holding up fingers indicating a number, yelling left, right, centre, etc. are all considered forms of spotting. If an individual is caught with spotting multiple times, the judge may decide to disqualify that specific individual from the entire show and they must forfeit all entries already paid.

RIDE OFFS

Any ties during a competition will be solved by competing in a ride off. If two or more teams are tied, they will compete in a ride off. Whichever team has the better run is the winner of that ride off. If two riders are tied for points, those two people will make their own team and compete in a ride off. The team to ride first will be determined by the flip of a coin, rock paper scissors, or an agreement between the two teams in the ride off. Ride off runs will operate the exact same as any normal run would.

HELMETS

All riders under 18 years of age **MUST** wear a CSA approved helmet regardless of which class he/she rides in and must wear the helmet inside or outside of the pen while on horseback.

YOUTH MEMBERS

A Junior Youth member is 12 or under as of January 1st in the year of competition. A Senior Youth member is 16 years of age as of January 1st in the year of competition. All youth members are rated as a "1" unless they have been rated a

higher number by the Rating Committee. It is the option of the “rated youth” to ride in the youth class or the numbered class, or both.

Jr Youth Sorting: Youth rated higher than a “1” cannot ride in the Jr youth for sorting events. They may still continue to choose to ride in the Jr youth for penning events.

INSURANCE

It is recommended members have their own liability insurance.

EXECUTIVE

President

- 2 year term
- Must have been an executive member for at least 1 year followed by a term as vice president
- Call and chair meetings, including the annual AGM
- Non-voting position unless to break a tie
- Co-signer on cheques

Vice President

- 2 year term
- The Vice President must be an executive member and must be voted in by the executive at an executive meeting and has already served at least a one year term as an executive member.
- Will call and chair meetings if the President is absent.

Secretary

- 3 year term
- Take minutes at the meetings and distribute to the rest of the members
- Organise the AGM
- Create an Agenda for executive meetings and AGM
- Send out all correspondence via email/social media
- Run and update the website
- Must be voted in by the general membership at the AGM

Treasurer

- 3 year term
- Voted in by the general membership at the AGM

- Responsible for all financial recordings
- Co-signer on all cheques
- Produce monthly financial reports to be present at all penning
- Deposit all monies, withdraw all monies from bank for penning, prepare cash float for penning
- Do points (Paid position), do entries or delegate a replacement (Paid position)
- Keep membership list

Directors (3 positions)

- 2 year term
- Voted in by the general membership at the AGM
- Assist with running, decision making and rulings of the WOTCPA
- Help with fundraising events
- Chair committees as needed

All executive members are required to attend 60% of WOTCPA penning, events and meetings. Unless, if the executive cannot attend 60% due to health emergencies or extenuating circumstances the remainder of the executive can use their discretion on how to proceed.

To be nominated and elected onto the WOTCPA executive, the member must be present to accept the nomination and present at the meeting to be voted in.

FEES

MEMBERSHIP FEES

The membership fee for an adult is \$100.00 per person for the year, or \$200.00 per family, or \$30.00 for youth (that ride youth classes only). The membership fee must be paid prior to participating and no later than June for previous year's members or after a penning has been held at each cattle contractor's location.

For those attending only a weekend event or a day event (No other events throughout the year) and weekend membership is \$50, a day membership is \$25.

The maximum age to take part in the family membership fee is 18 years of age. After which riders are required to pay an individual membership.

ADMINISTRATION FEES

Each rider is required to pay an administration fee each day of a competition to cover costs of entries, announcing, judging, timing and points calculations.

Anyone riding the numbered classes or open class will pay \$20.00. Youth riding only senior youth pay \$5.00 and youth riding only junior youth will not be charged an administration fee.

SWEARING & LOST/DROPPED ITEM FINE

\$10.00 each occasion – must be paid before competing in another event

For every swear word, hat falling off, phones or any item dropped in the pen that affect the progress of the show, will be charged and money will go to added money for youth finals.

MISCONDUCT FINE

Anytime a member approaches our judge, announcer, timer, or any other person with aggressiveness or extreme unsportsmanlike behaviour, without using a rider rep, that individual may be charged \$50 for their first offence, \$100 for the second offence, \$200 for the 3rd, and it will keep doubling. It is at the judge's discretion on when to fine these individuals. We use Rider Reps at every show to avoid these situations, please use them.

OVERRIDE LIMIT/COMPUTER PROGRAM

The new computer program catches all riders who ride over the ride limit in each class. Making this error affects the administrative personnel and may result in a delayed start time. Therefore, any rider who rides over the ride limit in any class will not receive his/her money back or get to ride on the team. The other two teammates will be allowed to find another rider who has not rode over their ride limit, this person will be expected to pay the normal class fee. (If a rider fills in for a team at finals, that rider must already be entered in that specific class to ride the run).

All riders are responsible for checking their runs/teams order of go, before the class starts. Runs will be posted near the entrance of the pen in order of go and by competitors name. If there is an issue with your runs/amount of runs, etc. you must notify registration before the class starts. If the class has started and then you have noticed, for example, You only have 5 runs but registered for 7, you will be refunded for those runs that were missed and you won't receive your 7 runs. Mistakes happen unfortunately, but it is the responsibility for the rider to ensure their teams are correct.

DRESS CODE

The WOTCPA rules state that a long sleeve/short sleeve button shirt with a collar and a western hat or helmet must be worn by all riders while penning at a

competition. No-sleeve shirts are not acceptable. A rider will NOT be permitted to enter the pen without proper attire. He/she will be responsible for finding an alternate rider if they cannot meet attire requirements. There will be no refund to that rider if they cannot participate due to a lack of proper attire.

RATING COMMITTEE & RATINGS

RATING COMMITTEE

- 3 year term
- Made up of 5 members. 2 members must be from the executive
- Voted in by the general membership at the AGM
- Executive must pick two executive members to be on the committee
- Must be rated a 4 or higher in both penning and sorting
- Meet yearly to discuss the ratings of fellow team penners, make changes as necessary

The Rating Committee will meet at the end of each penning season where they review and adjust ratings where necessary and allocate a rating to all new members. The New rating committee (after AGM) can then make adjustments afterwards. **The rating committee retains the right to change a rider's rating prior to July 15th or after the rider has competed at two pennings.** If a member has a grievance with their rating before July 15th of that penning season, that member may submit their grievance in a sealed envelope along with \$50. This must be submitted to an executive member. An executive member will then deliver the grievance to the rating committee. The rating committee then has one week to meet and decide on the grievance. The decision will be returned in a sealed envelope to the executive, which will then be delivered to the member. The \$50 will ONLY be returned if the grievance favours the member.

All rating committee members are required to attend 60% of WOTCPA pennings, events and meetings. Unless, If a member cannot attend 60% due to health emergencies or extenuating circumstances the remainder of the committee and executive can use their discretion on how to proceed.

RATING COMMITTEE GOALS

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

It is stressed that at any time, when determining the rating of an individual, the rating committee must not consider the effect on the individual member but the effect on the membership as a whole. If the member pens like a 3 then they are

rated a 3. If they pen like a 2 then they are rated a 2. The individual's age, length of time penning, existing teams, or the fact they may skip a rating level altogether, simply do not enter into the equation. The penner's ability dictates what their rating should be.

Within the WOTCPA, a Junior Youth member will not be rated higher than a 1 unless he or she competes in numbered or open classes. If a junior youth member competes in the numbered classes, the rating committee could choose to re-rate that rider.

When rating a penner, the rating committee cannot consider personal relationships, emotions or conflicts of interest. The decision must be based solely on the individual's ability. The rate of improvement the individual has shown, and the likelihood of significant improvement by the end of the year should also be considered. It is the responsibility of the Rating Coordinator to ensure that all riders in affiliated Associations are rated on a level playing field across the Nation. The biggest test of the ratings system is when penners across all associations compete in shows such as National Finals and other large shows. A #4 from one association should pen similar to a #4 from any other association. If even one penner competes at a show and is incorrectly rated, he or she has been given a competitive advantage, all other penners have been disadvantaged, and the integrity of the CTCPA Ratings System is put in jeopardy. The purpose of the Rating Coordinator position is to ensure every rider, no matter which affiliate association they belong to, is rated at the appropriate level. The WOTCPA is responsible for the integrity of the rating system, and as such, the WOTCPA as owners of the rating system will have the final say.

RATINGS

The WOTCPA has a 5 number rating system as follows:

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

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

3 – This penner is average in most areas of penning

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

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

CRITERIA

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

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

A seasoned rider may have their rating lowered if the rating committee determines their ability has declined for any reason.

MEMBER ISSUES/GRIEVANCES AND CONCERNS

MEMBER ISSUES

If a member has an issue or a grievance it is to be dealt with as follows: Two executive members are to hear the person's grievance and make no comment for or against and listen respectfully. The executive is to request that the rider's issue be written down for the committee to read so that the member's issue is not misinterpreted by the executive. The member of the executive is to assure the member that this issue will be taken to all executives that are present. The executive will deal with the issue in an efficient fashion and the meeting will be called as soon as possible and the decision will be returned to the member. If an executive member is approached by a member in anger the "24 hour cool off" will apply.

GRIEVANCE DURING A RUN

Rider Reps will be used for all team penning events. If a team has a grievance the team should approach the announcer and the announcer will call for rider reps. The rider reps will then listen to the grievance with the team and then discuss the issue with the judge. Once a decision has been made, the rider reps will discuss the solution with the team and move forward from there. No grievance will be heard if any member leaves the ring or if a member uses any unsportsmanlike conduct.

MISSING TEAMMATE ON RUN

After a 3 person team has competed in any one go-round, and one person is unable to compete for any reason in the next go-rounds, the remaining 2 people on the team have the option to 1) compete as a 2 person team (cannot compete with any less than 2, unless it is ranch sorting), or 2) forfeit the team.

If a rider on a team is not in the arena to begin a run, that rider will be given 30 seconds to enter the pen and start the run. If the rider cannot enter the pen within 30 seconds, the remaining two members of the team **MUST** start the run when the 30 seconds expires. If the third member enters the arena after the 30 seconds has expired and the team has begun their run, the team will be disqualified. The missing rider will forfeit their entry fees and are **NOT** allowed to continue riding on that run on any other go-round. (unless waived for good cause).

CATTLE GRIEVANCES

There must always be 30 head of cattle in the arena, 3 of each number 0-9.
UNLESS;

- If there is an injured or escaped animal that has been removed and cattle contractors, rider reps, and the judge have agreed to complete the following runs on that herd with less than 30 head. If this situation occurs, the number of the injured or escaped cattle will not be used for the remaining runs on that herd.
- If there are more or less than 3 of the assigned cattle number discovered during a run, that team will be granted a rerun on the same number at the end of the herd.
- If a cattle number is called twice in the same herd, the second team drawing the duplicate number must rerun immediately with a new, unused number. (This rule is exempt during ranch sorting with 2 or more pens on the SortArena Program).
- Cattle changes will happen every 10 runs regardless of no shows, unless agreed upon by the judge, rider reps, and cattle contractors to change the number of teams ran on each herd.
- If a cow has left the arena either over or through a fence/gate, the team can either be disqualified for unnecessary roughness, given a time on their remaining cattle, or awarded a rerun at the judges discretion.

RIDERS COMPETING ON CONSECUTIVE RUNS

If a rider on a team has run multiple runs back-to-back or very close together in the order of go, that rider may discuss with the judge for a moment to cool down their horse. If agreed upon, the remaining riders must turn around and face the pen end of the arena to avoid unfair advantages.

DISMOUNTED RIDERS DURING A RUN

If a member of the team has fallen off or is not mounted on top of their horse for any reason, time will still be stopped once all 3 cattle have entered the pen. HOWEVER, all horses and riders must be on the pen side of the foul line, and dismounted riders cannot attempt to work cattle on the ground whatsoever, otherwise this will result in disqualification. Outside help from anyone other than the rider's teammates will also result in disqualification.

RESTARTS

A restart may be given if a mechanical or management failure occurs very early in the run. If this is detected, the team will restart immediately on the same number that was originally assigned. Examples of restarts; failure for the announcer to inform the team of their assigned number in an appropriate time, duplicate numbers being announced, herd holder interference, failure of the timeclock or an animal bolting from the herd.

RERUNS

A rerun may be given if a mechanical or management failure is detected later on in the run or after the run is over. The team **MUST** call for a rider rep and ask for a rerun before leaving the arena. If a rerun is granted, that team will run again at the end of the herd with the same assigned number of cattle. The team cannot better the time at which the mechanical failure or management error occurred to cause the rerun. The team may decline the rerun except in circumstances where a rerun must be taken due to duplicate numbers being used in the herd or more or less than three assigned cattle in a misnumbered herd. If a rerun is necessary for more or less than the assigned number of cattle in the herd or a rerun is granted due to cattle numbers being obscured, the team will not incur any time penalties on their rerun.

TEAMS OUT OF ORDER

In the event that a team rides out of order, their time and number of cows will stand. No re-ride will be given for the team(s) riding out of order. Once the problem has been identified, the next going forward team will be correctly aligned.

ACCEPTING THE HERD

If a team notices an unfit, injured, or unidentified animal in the herd before committing to the cattle, the team must notify the rider reps, where they will then discuss how to proceed.

Once a team commits to the cattle (crossing the start/foul line, indicating time to start) the team is then responsible for any injured, unfit, unassigned cattle. The

judge may stop the run and the team will not be given a rerun as “luck of the draw” because the team has already accepted the herd.

MISSING TEAMS/RUNS

All riders are responsible for checking their runs/teams order of go, before the class starts. Runs will be posted near the entrance of the pen in order of go and by competitors name. If there is an issue with your runs/amount of runs, etc. you must notify registration before the class starts. If the class has started and then you have noticed, for example, You only have 5 runs but registered for 7, you will be refunded for those runs that were missed and you won't receive your 7 runs. Mistakes happen unfortunately, but it is the responsibility for the rider to ensure their teams are correct.

SPONSORSHIP

50% of all monies a member gets in sponsorship can be allocated to the penning of his/her choice as added money. The other 50% remains with the association.

HOST PENNING

Persons or organisations may from time to time request to host a penning for the WOTCPA. The following items are taken into consideration to protect the reputation of our organisation and to be fair to all requests.

In return for a percentage of the entry fees (otherwise known as stock contractor fees):

- They supply an adequate number of cattle which are numbered and of sufficient size and quality (min. 60 head)
- An Enclosed Pen size of 80 x 150 with sufficient high sides to contain cattle and a catch pen with and automatic back gate
- Adequate safe footing
- Holding area for cattle
- Water for horses and cattle
- A raised stand for Judges, Timers and Announcers with a Public Address system (if required) and power.
- Washroom facilities
- Food concession booth
- Spectator seating (optional)
- Lighting if required

RAIN DATES

The decision to cancel a penning is made by the stock contractor and/or an executive member. The decision will be made taking into consideration safety for all those involved. It is the member's sole discretion to choose to participate. Every effort will be made to hold a penning, however due to inclement weather, if there is any question, it is the member's responsibility to contact the stock contractor. If the stock contractor has decided to cancel, the executive members will be notified as soon as possible. If a penning is cancelled due to rain, that penning would be held the day following the cancelled penning at the same location as the scheduled penning. If a penning proceeds in inclement weather, it is up to the rider to accept conditions as they are or choose not to ride. Once entries close, the entry cannot be refunded. A rider substitution can be made. If a penning is cancelled after the penning has begun, the cattle contractor will be paid for the teams that ran. Pay to the judge, announcer, entries person and points person can be paid on a prorated basis according to # of classes gone. Any class started, will be finished. Payouts and points will be allocated for that class. If a rain date is chosen to replace an unfinished penning, that penning will run all classes and all classes will be pointed. A date may be selected at the beginning of the year to be kept open for a rain date. If there was to be added money at a cancelled penning, it will NOT be added at the rain date, but at the next penning that contractor is scheduled to host, or another penning selected by the members who obtained the sponsorship money.

RIDE LIMIT

Each rider will be limited to a maximum of 7 entries per class , excluding youth classes. The ride limit may be adjusted to a reduced number for a particular event at the request of the cattle contractor with agreement of the Executive.

Junior youth has a maximum of 4 draw runs. Senior youth has a maximum of 5 draw runs.

Each class contains a mandatory draw in which a rider's amount of "pick teams" may exceed their draw teams by 1 team. For example, if a rider wished to ride in a class 7 times, they could pick up to 4 teams and would have to enter into a draw for the additional 3 teams. If a rider chose to ride 5 times in a class they could pick 3 teams and draw an additional 2 teams. A rider may also choose to draw all of their teams for any particular class, they are not required to pick any teams. A rider is required to pay for both their pick teams and their draw teams.

A pick team is a team that the rider selects themselves with the agreement of the other two riders on the team. A draw team is a team that is randomly selected by the computer program purchased by the W.O.T.C.PA.

ENTRY FEES

Entry fees are as follows;

Open – \$30/run

12, 9 & 6 Class – \$25/run

Junior Youth – \$15/run

Senior Youth – \$20/run

** Must be a 3 rated rider or higher to enter in the Open class**

Top 6 call backs at regular penning for all classes except the youth classes.

Entry fees for the Open, 9 and youth classes are due no later than 30 minutes before the show starts for the day. Entries for the 6 and 12 class are due no later than one hour after the show has started for the day (6 and 12 can be entered before the show starts as well).

CLASS PAYOUTS

Classes will only pay to 4th place for the first 34 teams. At 35 teams, the class will pay to 5th. Any class with 40 teams or more will pay to 6th. The open class will continue to only pay to 4th.

ORDER OF GO

Open, 9 Class, Jr Youth, Sr Youth, 12 Class, 6 Class

The 1st-go will be drawn randomly by the computer system.

The top 6 call backs will be run slowest to fastest.

Any more go-rounds will be stated how they will be run at the specific show.

TIME LIMITS

Each team penning will be given the following amount of time to complete a run;

Open Class: 60 seconds

12 Class: 60 seconds

9 Class: 60 seconds

6 Class: 60 seconds

Junior Youth: 120 seconds

Senior Youth: 90 seconds

Note: The executive and cattle contractors retain the opportunity to cut back times accordingly once there are 6 teams below a time limit. For example, if there are 6 teams below 45 seconds in the open class, the time could be cut back to 45 seconds to preserve cattle and save time throughout the day.

PAYBACK

49% of all entry monies collected plus any added money for the competition is used for payouts. Note: 45% cattle fee plus 6% association fee is deducted from all classes, including the youth classes.

POINTS CALCULATION

Points are calculated by class to each rider separately. The top 6 teams are given points as follows:

1st place riders get 30 points plus 1 point for each team it beats. (eg. In a class of 40 teams, 1st place riders get 30 points plus 39 points = 69 points)

2nd place riders get 25 points plus 1 point for each team it beats (eg. 40 team class, $25 + 38 = 63$ pts)

3rd place riders get 20 points plus 1 point for each team it beats (eg. 40 team class, $20 + 37 = 57$ pts)

4th place riders get 15 points plus 1 point for each team it beats (eg. 40 team class, $15 + 36 = 51$ pts)

5th place riders get 10 points plus 1 point for each team it beats (eg. 40 team class, $10 + 35 = 45$ pts)

6th place riders get 5 points plus 1 point for each team it beats (eg. 40 team class, $5 + 34 = 39$ pts)

Points are given only for your highest placing in each class, NOT by combining all your placings together.

FINALS

FINALS QUALIFICATIONS

To qualify for finals, members must compete and pay an administration fee at a minimum of 45% off all pointed pennings in that calendar year, including adults riding on junior youth teams. In the event that the number of 45% of team penning events in a year doesn't add up to a flat number, that number will be rounded up if it is .50 and higher, or rounded down if it is .49 and lower. For example, if there are 7 pointed team penning events in a year, each member shall make 3 team pennings to be considered eligible to participate at the finals because 45% of 7 pennings is 3.15 (round down to 3). If there are 8 penning events in a year, each member shall make 4 pennings to be considered eligible to participate at finals because 45% of 8 pennings is 3.6 (round up to 4).

If you have competed and paid an administration fee at 45% of all pointed pennings in that year, you are eligible to compete at finals. Riders MUST have competed once in a class throughout the regular season to compete in that particular class at finals. In other words, to ride in the "6 class" at finals you must have competed in the "6 class" at least once throughout the regular season.

Youth riding in the Sr youth must also attend 45% of pennings to ride in the Sr youth at finals. Jr youth do NOT have to attend a certain amount of pennings to make it to finals, but can only ride in the Jr youth if they did not attend 45% or more of pennings.

FINALS ENTRY FEES

Open – \$40/run

12, 9 & 6 Class – \$35/run

Junior Youth – \$20/run

Senior Youth – \$25/run

FINALS FORMAT

All classes will be run with a two go, progressive top 15 penning, with an aggregate on 6 head. (Youth classes will be run as progressive but run two full gos).

First Go

7 Ride Max, Pick 4, Draw 3, same format as the regular season.

You must have participated in the particular class you are entering a minimum of one time throughout the season to participate in that class at finals.

Second Go

The Top 15, which are the 15 teams with the lowest times in the first go, will be eligible for the second go.

As a progressive penning, teams MUST have a registered time in the first go to compete in the second go. In the event that 15 teams do not register a time, only the teams that have registered a time can participate. It is possible that the number of teams competing in the second go may drop below 15.

Teams will be run in reverse order, starting with the slowest time moving towards the fastest time.

Points are calculated based on the regular season format.

Payouts will be made based on the regular season format.

FINALS AWARDS PER CLASS

High Point Buckle.

Reserve High Point Prize

Buckles for all members on the winning team for the Day.

TEAM SORTING UNDER WOTCPA

The W.O.T.C.P.A. participates in and hosts 2 recognized team cattle sorting events. These events are referred to as 3 man 2 gate Sorting and Ranch Sorting, in which 2 riders compete on a team. Each individual team sorting event will be at the discretion of the host and cattle contractor. The host and cattle contractor are

able to decide the particular classes, ride limit and particular event that they would like to host. These details are to be communicated ahead of time to ensure member understanding of the event.

General Sorting Rules

Starting the run - All cattle must have approved back numbers, and will be bunched on the cattle side of the gate within the centre back side of the pen. When the judge is content with the herd, 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 and the announcer will immediately provide the number to be sorted first. Teams delaying in entering the arena within a 30 second time limit will follow the same rules as applied in team penning. The order of sorting is determined by picking a random number by the Announcer/Timer and that cow must be sorted first. For example if # 6 is drawn then # 6 must be sorted first then cow # 7, #8, # 9 and so on. A cow is considered sorted when all four feet of the cow are completely across the start/foul line. If all four feet of a cow crosses the start/foul line in the incorrect order then the team receives a no time. If all four feet of a sorted cow re-crosses the start/foul line back to the herd the team will be disqualified.

To advance to further go-rounds, you must have a clean sort with a time to advance. Teams that sort in three goes, place higher than teams sorting in two goes; teams sorting in two goes place higher than teams sorting in one go, no matter how many cattle were sorted or time accrued.

SUMMER SERIES – RANCH SORTING

Object of Ranch Sorting

The basic concept of Ranch Sorting is that there are ten cattle numbered 0-9, and one or two unnumbered cattle (for a total of 11-12 head, depending on the cattle contractors choices) at the beginning of a run behind a foul line with two people mounted on the other side of a foul line. A number is called and the cattle are sorted in numerical order beginning with the assigned number. The most cattle sorted in the fastest time wins.

Sorting Pens

Ranch Sorting will take place between two pens of approximately equal size. Some shows may have the option of working cattle back and forth or only one way (to be determined at specific shows). Two ranch sorting arenas may be placed side by side with odd numbered teams in one arena and even numbered teams in the other arena. Recommended sorting area is to be 50-60 feet in diameter

with no 90 degree corners in a “stop sign” design. The start foul line is recommended to be a 12 foot opening between the two pens.

Runs

Each rider will be limited to a maximum of 6 entries per class. Pick 5, draw 1, or draw them all. The Senior youth class is limited to a maximum of 4 draw entries which consists of 2 youth. A Junior youth run will consist of 1 youth and 1 adult with a maximum of 3 entries (adult must be different each time). The ride limit may be adjusted to a reduced number, for a particular event, at the request of the cattle contractor with agreement of the executive.

**** Must be a 3 rated rider or higher to enter in the Open class****

Classes: Open, 8, 6, 4, Jr youth and Sr Youth.

There will be a top 10 call backs in the Open, 8, 6, and 4 class. No call backs in the youth class.

Order of go: Open, 6, Jr Youth, Sr Youth, 8, 4.

\$35/run – Open Class

\$30/run – 8 & 6 Class

\$25/run – 4 Class

\$20/run – Sr Youth

\$15/run - Jr Youth

****Jr youth rated above a 1 in sorting, cannot ride the Jr youth sorting****

Points will be accumulated at all ranch sorting shows. Buckles will be awarded after the Teeswater sorting show in September.

Entry fees for the Open, 4 and youth classes are due no later than 30 minutes before the show starts for the day. Entries for the 8 and 6 class are due no later than one hour after the show has started for the day (8 and 6 can be entered before the show starts as well).

WINTER SERIES – 3 MAN 2 GATE SORTING

Object of 3 Man 2 Gate Sorting

The basic concept of 3 man 2 gate Sorting is that there are ten cattle numbered 0-9, and one or two unnumbered cattle (for a total of 11-12 head, depending on the cattle contractors choices) at the beginning of a run behind a foul line with three people mounted on the other side of a foul line. A number is called and the cattle are sorted in numerical order beginning with the assigned number. The most cattle sorted in the fastest time wins.

Sorting Pens

3 man 2 gate sorting will take place in a horizontal rectangle shaped pen with 2 openings/gates. One opening/gate will be the odd gate, meaning only odd numbered cattle can go through that opening. The other gate will be the even gate, meaning only even numbered cattle can go through that opening. The gates/foul line is recommended to be a 12 foot opening.

Runs

Each rider will be limited to a maximum of 6 entries per class. Pick 3, draw 3, or draw them all. The youth class is limited to a maximum of 4 entries. A youth run will consist of 1 youth and 2 adults. The ride limit may be adjusted to a reduced number, for a particular event, at the request of the cattle contractor with agreement of the executive.

****Anyone can enter the Open class regardless of their rating****

Order of go: Open, youth, 11

\$20/run – Open Class

\$15/run – 11 Class

\$10/run – Youth Class

Odd/Even rule does apply. Even numbered cattle may only enter the Even hole. Odd numbered cattle may only enter the Odd hole.

For the purpose of the above instructions, a pick team is a team the rider selects themselves with the agreement of the other riders on the team. A draw team is a team that is randomly selected by the computer program purchased by the WOTCPA.

SORTING RATINGS

Sorting ratings will be individually granted for participation in team cattle sorting events. The W.O.T.C.P.A. rating committee has determined a separate rating for both team penning and sorting for each individual.