



## Legacy Penning and Sorting Championships

*Preserving the past for a bolder future.*

We are dedicated to preserving the sports of team penning and ranch sorting on the West Coast. Legacy Penning and Sorting Championships are trying to offer the best and most fair events around.

Our events are held at premier venues with great cattle, awesome awards, and an excellent experience for any level of rider.

### 1. General Association Rules

- a. \$60 individual membership
- b. \$40 for juniors under 17
- c. Your Association Fee is good for one calendar year from the date it is purchased

### 2. Points

- a. A rider's points will only be counted from their **best 3** shows AND Finals
- b. The Top 10 teams in each go round will receive points
  - i. 10, 9, 8...1
- c. The Top 20 teams in each average will receive points
  - i. 20, 19, 18...1

### 3. Finals

- a. Finals are to be held in Las Vegas at the South Point Hotel and Casino
- b. Any one may ride at the Finals
- c. You must attend **3** events to be eligible for Finals' Added Money and/or Year End Awards

### 4. Year End Awards

- a. Open Team Penner
- b. Open Ranch Sorter
- c. Amateur Team Penner
- d. Amateur Ranch Sorter
- e. Novice Team Penner
- f. Novice Ranch Sorter
- g. #1 Team Penner
- h. #1 Ranch Sorter
- i. In the event that a #1 rider wins both the #1 division and the Novice division they will only receive one saddle. The saddle will be given to the next eligible rider.
- j. Incentive and Specialty Classes will not receive Year End Awards
- k. Team Penning points will be given in the following classes
  - i. Open
  - ii. Pro Am Novice
  - iii. #9 w/Draw
  - iv. #4 w/Draw
- l. Ranch Sorting points will be given in the following classes
  - i. Open

- ii. #10
- iii. #7 w/Draw
- iv. #4 w/Draw

## 5. Class Structure

- a. Unless specified, all classes will be enter 6 times, changing 1 partner
  - i. If the class includes a draw, the rider must draw once
    - A. Draw teams will count towards your total of 6 teams
- b. **Open with #15 Incentive Team Penning**
  - i. Open Entry Fee: \$100 per man per team
  - ii. Open to any level of rider
- c. **#15 Incentive Additional Entry Fee: \$15 per man per team**
  - i. 100% payback on Incentive
  - ii. Run concurrent with the Open
  - iii. Any team whose numbers add up to 15 or less are eligible for the incentive pot.
  - iv. Average paid after three go rounds.
  - v. In the event that there are more than 50 Incentive teams they will have a separate Top Ten which will be used for deciding the average payout for the Incentive.
- d. **Pro-Am Novice Team Penning**
  - i. Entry Fee: \$100 per man per team
  - ii. There must be no more than one open rider per team and at least one novice rider per team.
- e. **#9 with Draw Team Penning**
  - i. Entry Fee: \$75 per man
  - ii. Capped at a #5 rider
  - iii. Any team whose numbers add up to 9 or less are eligible for this pot.
  - iv. You must draw at least once.
  - v. You may draw all teams.
- f. **Beginner Novice #3 with Draw Team Penning**
  - i. Entry Fee: \$50
  - ii. This is an entry level class.
  - iii. You must draw at least one team.
  - iv. You may draw all teams.
- g. **Open with #9 Two Man Ranch Sorting**
  - i. Entry Fee: \$60 per man
  - ii. Open to any sorter.
- h. **#9 Incentive Additional Entry Fee: \$10 per man per team**
  - i. 100% payback on Incentive
  - ii. Run concurrent with the Open
  - iii. Any team whose numbers add up to 9 or less are eligible for the incentive pot.
  - iv. Average paid after three go rounds.
  - v. In the event that there are more than 50 Incentive teams they will have a separate Top Ten which will be used for deciding the average payout for the Incentive.
- i. **#10 Two Man Ranch Sorting**
  - i. Entry Fee: \$50 per man
  - ii. A team must have rankings that do not add up to more than 10 combined.
- j. **#7 with Draw Two Man Ranch Sorting**
  - i. Entry Fee: \$45 per man
  - ii. A team must have rankings that do not add up to more 7 combined.
  - iii. You must draw at least one team.
  - iv. You may draw all teams.

- k. **#4 with Draw with #2 Buckle Incentive Two Man Ranch Sorting**
    - i. Entry Fee: \$35 per man
    - ii. A team must have rankings that do not add up to more 3 combined.
    - iii. You must draw at least once.
    - iv. You may draw all teams.
    - v. Buckles to the Highest Placing #2 Team after two go rounds
      - A. In the event that the #2 Team also wins the #4 Average, the #2 Buckles will go to the next eligible team.
  - l. **Specialty Classes**
    - i. **Pro Am Shoot Out**
      - A. Entry Fee: \$150 per man per team
      - B. This class is open to anyone but there must be no more than one open rider per team.
    - ii. **Quick Draw Team Penning**
      - A. Entry Fee: \$200 per man
      - B. 70-100% payback. (at promoter's discretion)
      - C. This class is a TOTAL draw.
      - D. The rider with the fastest aggregate time on the most number of cattle will win.
      - E. Each rider will be drawn three teams per go round.
        - a. Promoters must declare how many go rounds.
    - iii. **Super Star Sort**
      - A. Entry Fee: \$200 per man
      - B. 70-100% payback. (at promoter's discretion)
      - C. Open to all riders
      - D. You may only pick one team
      - E. It will be paid on a 2 go round average
        - a. 10 teams will pay 1
        - b. 15 teams will pay 2
        - c. 20 teams will pay 3
      - F. Promoter may decide to cap event at 10, 15, or 20 teams
    - iv. **Junior Division**
      - A. Entry Fee: \$25 per man
      - B. Open to all riders under 16 years and Under
      - C. This Class is a total draw
- 6. General Event Rules**
- a. Promoter's decisions are final.
  - b. Full Western Attire is required at all events
    - i. Hat or approved helmet
    - ii. Button down long sleeve shirt
    - iii. Boots
  - c. Protests
    - i. If a team wishes to lodge a protest they must do so before they leave the arena by signaling either of the judges or the promoter.
    - ii. The cost of a protest is \$100
      - A. Money will go towards Finals if it is not returned to the contestant
  - d. Reruns will be given at the discretion of the judges and/or promoter
    - i. In the event a rider falls off during a run they MAY be given a reride
      - A. This is a case by case basis to be decided by the judge or promoter
    - ii. Technical malfunctions will result in a rerun
    - iii. Incorrect number of cattle or incorrectly numbered cattle will result in a rerun

- e. Roughing of cattle will not be permitted.
  - i. Blatant roughing will result in a no time.
  - ii. Other roughing will result in a 10 second penalty.
  - iii. Roughing may be called by judges or promoter.
  - iv. Roughing is defined as behaviors such as clipping cattle, stepping on cattle, knocking cattle off their feet, not allowing for "daylight" before an animal hits a fence or panel, horses consistently biting cattle, and slamming cattle in to the back of the pen.
- f. There will be no spotting (i.e., an outsider giving location, color, or direction of cattle inside the arena).
- g. Spotting will result in a no time.
- h. Coaching and/or encouraging are welcomed.
- i. Times in 2 go rounds beat times in 1 go round, and times in 3 go rounds beat times in 2 go rounds regardless of number of head penned/sorted.
- j. Hazing of cattle will not be permitted.
- k. Unsportsmanlike conduct and inhumane treatment will not be tolerated. Both are grounds for disqualification.
- l. In the event of an animal escaping the arena the clock will be stopped and the team may not better their time.
- m. In the case of a technical malfunction teams will receive a full rerun.
- n. Teams will have a maximum of 60 seconds to enter the arena. If they fail to be in the pen, unless there is a conflict with a secondary pen, the team will be disqualified without refund.
- o. In the event a partner is injured the team may pick a suitable partner who fits within the guidelines of the class. However, if partner is a "no show" the team must ride without them.
- p. All classes will be 1 go, 50% back and a Top Ten.
  - i. In the event that 50% back is more than 100 teams only the top 100 teams will come back for a second go round.
- q. Classes will be run progressively once a cut off has been established.

**7. Ratings**

- a. Ratings will be determined by knowledgeable riders based on ability, horse power and money won.
- b. 1-3 are Novices
- c. 4-5 are Amateurs
- d. 6-7 are Open
- e. Juniors under 10 years of age who have not proven their ability will be rated as 0s.
- f. There will be split ratings if a rider shows separate abilities.

**8. Payouts**

- a. 60% minimum payout unless otherwise noted.
- b. 1st Go will pay 5% and the Average will pay 95%.
- c. *Penning Payout*
  - i. 1 go round place paid per every 20 teams starting at 30 teams.
  - ii. The average will pay 1 place for every 10 teams after 15 teams, up to 10 places.

| Teams    | Go Round | Teams    | Average |
|----------|----------|----------|---------|
| 1 to 30  | 1        | 1 to 15  | 1       |
| 31 to 50 | 2        | 16 to 25 | 2       |
| 51+      | 3        | 26 to 35 | 3       |

|          |    |
|----------|----|
| 36 to 45 | 4  |
| 46 to 55 | 5  |
| 56 to 65 | 6  |
| 66 to 75 | 7  |
| 76 to 85 | 8  |
| 86 to 95 | 9  |
| 96 & Up  | 10 |

d. *Sorting Payouts*

- i. 1 go round place paid per every 50 teams
- ii. The average will pay 1 place for every 20 teams up to 10 places.

| Teams      | Go Round | Teams      | Average |
|------------|----------|------------|---------|
| 1 to 50    | 1        | 1 to 20    | 1       |
| 51 to 100  | 2        | 21 to 40   | 2       |
| 101 to 150 | 3        | 41 to 60   | 3       |
| 151 to 200 | 4        | 61 to 80   | 4       |
| 201 to 250 | 5        | 81 to 100  | 5       |
|            |          | 101 to 120 | 6       |
|            |          | 121 to 140 | 7       |
|            |          | 141 to 160 | 8       |
|            |          | 161 to 180 | 9       |
|            |          | 181 & Up   | 10      |

**9. Team Penning Rules**

- a. Team penning classes will have a time limit of 75 seconds or 60 seconds (Promoter's discretion).
- b. No more than 4 head of cattle may cross the foul line.
- c. All trash must be returned to the cow side of the foul line before time will be stopped.
- d. In the event that a cow escapes the pen after time has been called for but before the unwanted cattle have returned to the herd side of the foul line that team will receive a no time.
- e. Time will not be stopped until the cattle are fully within the pen.
- f. The foul line should be between 40% and 50% of the arena.
- g. Pen placement
  - i. Opening
    - A. 25% of the distance from the back of the arena
    - B. 10' wide
  - ii. 16' off the wall
  - iii. 24' long by 16' wide and a 16' wing
- h. You may add a draw in any division, however if there is a draw everyone must have a mandatory draw.

**10. Ranch Sorting Rules**

- a. Ranch sorting classes will have a time limit of 60 seconds.
- b. The nose of the horse breaking the plane begins time, and the nose of the cow stops time.
- c. The official will use a lap timer. The nose of the cow will be used for each split of the clock to prevent ties.
- d. Promoters may decide if they want to use 0-2 blank cows per sorting herd.
- e. Ideal pens are octagonal 45' pens with a 12' gate. Pens should be between 35'-60' with a 12-16' opening. Square cornered pens are not allowed as they present a hazard to both cattle and riders.

**Any further questions may be directed to James Greer 951.852.0606**