

STOCK COMPETITION

SEC. 1.0	General Rule	3
SEC. 2.0	Team Penning.....	5
SEC. 3.0	Dally Team Roping.....	9
SEC. 4.0	CSHA Non-Pro Cutting.....	11
SEC. 5.0	Cattle Drafting	11
SEC. 6.0	Cattle Sorting	14
SEC. 7.0	Special Awards	14

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The *CSHA* Stock program originated at the 1987 *CSHA* Convention. The program is dedicated to the amateur competitor whose interest lies in working cattle. The program has five divisions: Team Penning, Dally Team Roping, Cutting, Cattle Drafting and Cattle Sorting. Contestants qualify to compete for the State championship title through their Region high point program. Points will be computed from September 30 through September 30. A State championship show will be held on or before the first full weekend in November.

SEC. 1.0 General Rule

1.1 Membership, fees and entries

1.1.1 Any *CSHA* member in good standing is eligible to compete in the program. *CSHA* membership may be applied for at the same time as enrollment in the program.

1.1.2 An entry fee of \$10.00 minimum per man will accompany each application. Application and fee will be mailed or handed to the Region chairman, who will send a copy, along with \$5.00 per application, to the State chairman within two (2) weeks. The State chairman will determine membership eligibility and so inform the Region chairman.

1.1.3 Team entries must have the names of all team members on the application. A team may only enter once in a division, but each rider may enter with different riders for a second team. The limit is two teams per rider.

1.1.4 In Team Penning, a team will consist of two (2) members for Two Man-One Steer or three (3) members for Three Man-Three Steer.

1.2 All cattle must be healthy, two eyed and of like size and type.

1.3 Points

1.3.1 Points are given from the time of application in the program. Points will not be given retroactively.

1.3.2 Competitors may only carry points in the Region in which they are a member.

1.3.2.1 Exception: If the program is not offered in the competitor's Region, the competitor may compete in a neighboring Region with the permission of both Region Presidents. However, points will be kept separate so that the visiting competitor may represent their home Region at the State championship show. (These points may be kept by either the home Region or the Region chairman where they are competing.)

1.3.3 Cutting competitors may enter once per class for points and must designate point horse at the start of the season.

1.3.4 Points will be awarded in the following manner:

<u># of entries</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>	<u>6th</u>	<u>7th</u>	<u>8th</u>	<u>9th</u>
2 – 24	8	6	5	4	3	2	1		
25 – 39	9	7	6	5	4	3	2	1	
40 & more	10	8	7	6	5	4	3	2	1

1.4 Attire

1.4.1 Competitors must wear a cowboy hat or no hat, shirts must have a collar, fully buttoned down style with long or short sleeves with a yoke, jeans with belt loops, belt and cowboy boots (lace ups are accepted).

1.5 State Championship Eligibility

1.5.1 A competitor must compete in at least five Region approved point shows per point year.

1.5.2 The top five entries in each Region in each division will be eligible to compete for a State championship.

1.5.2.1 The awards for the annual CSHA State Stock Competition will be presented at the conclusion of the State Stock Competition or at the Annual Convention. (2008)

1.5.3 All ties at the Region level will be settled at the Region level.

1.6 Protests

1.6.1 A protest must be filed within forty eight (48) hours of occurrence and must be in written form and accompanied by a \$50.00 protest fee.

1.6.2 Protest to be filed with Region/State chairman (whichever level of occurrence) who will meet with their committee within one month (State level – next quarterly meeting) to render a decision.

1.6.3 If the finding is for a protestor, the fee will be returned. If not, the fee will go to Region/State.

1.7 Amateur Status

1.7.1 Team Penning

- a) \$1,000 limited: Each team member will be limited to less than \$1,000.00 pay back money in the previous year.
- b) \$1,000 mixed: Only one team member is limited to less than \$1,000 pay back money in the previous year.

1.7.2 Dally Team Roping – Each team member will be limited to less than \$5,000.00 payback money for the last five (5) years.

SEC. 2.0 Team Penning

- 2.1** In Two Man-One Steer, a team will pen one head of cattle which carries the number assigned to that team. In multiple go-round contests, after the team completes the first go, and one of the riders is unable to continue, the remaining contestant may compete alone.
- 2.2** In Three Man-Three Steer, a team will pen three head of cattle which carry the number assigned to that team. In multiple go-round contests, after the team completes the first go and one person is unable to compete, the two remaining contestants may continue. In no event may less than two persons compete.
- 2.3** Starting Order
 - 2.3.1** All drawings are to be done by the management.
 - 2.3.2** Team numbers will be assigned by random draw.
 - 2.3.3** The order of go will be determined by random drawing.
 - 2.3.4** In multiple go-round contests, the order should be reversed for the second go.
 - 2.3.5** Once the starting order has been established, it may not be changed except for a hardship. Management and the competing team consent to change.
 - 2.3.6** Teams may not compete more than once per go, but a rider may compete with one other partner in the same go.
- 2.4** Judging
 - 2.4.1** There will be one (1) official who will be the head timer.
 - 2.4.2** One of the flaggers will be at the starting line and the other will be on the pen opening.
 - 2.4.3** An official who begins a go-round must complete the go except in an emergency.
- 2.5** Timers & Timing
 - 2.5.1** Two timers with digital stopwatches which time to the hundredth of a second are recommended. The time will be taken from the head timer's watch unless that watch fails.
 - 2.5.2** Time begins and a flag will be dropped when the nose of the first rider's horse crosses the starting line.
 - 2.5.3** Time will end when one rider enters the gate with his hand raised. The time ending flag will be dropped when the nose of the first horse whose rider has his

hand raised enters the gate. If any rider goes into the pen past the front cinch, there will be a five (5) second penalty added to the time of the team.

2.5.3.1 Time will not stop until all un-penned cattle are on the cattle side of the starting line.

2.5.4 Event time is at the discretion of show management, with not less than 90 seconds nor more than 2 ½ minutes.

2.5.5 A warning will be given to the working team 30 seconds prior to final time being called.

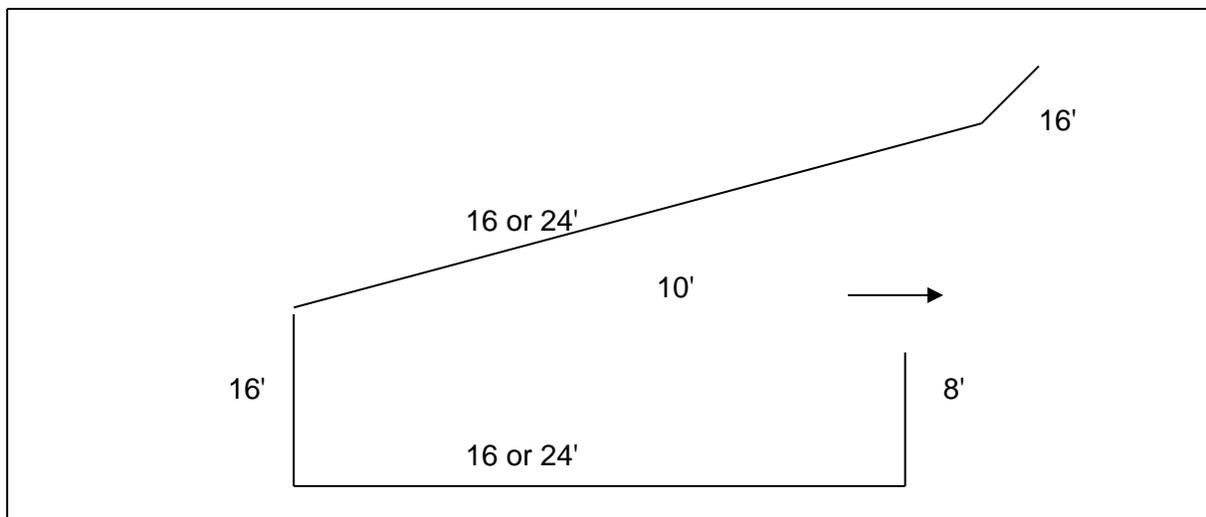
2.5.6 In Three Man-Three Steer, a team may call for time with only one or two assigned cattle penned. However, teams penning three cattle place higher than two and two places higher than one, regardless of time.

2.6 Starting Line

Starting line will be placed sixty percent (60%) of the distance from the cattle wall to the opposite end of the arena and will be marked by suitable markers on both sides of the arena.

2.7 The Pen

The open end of the pen will be seventy five percent (75%) of the distance from the cattle's wall to the opposite end of the arena. The pen will be 16 feet (16') from the arena fence with the following specifications: The wingback panels will be 16 feet (16') in length. The depth of the pen must be a minimum of 16 feet (16') to a maximum of 24 feet (24'). The wing side of the pen will consist of an 8 foot (8') panel with a 10 foot (10') opening. The wing will be placed toward the center of the arena (see drawing).



2.8. Competition

2.8.1 For each team:

2.8.1.1 All cattle will be bunched in the center of the arena on the fence line opposite the riders' enter/exit gate.

2.8.1.2 The team will enter the arena at the walk and remain near the gate until advised by the announcer to proceed.

2.8.1.3 When the head timer determines the cattle, officials, and timers are ready, he will advise the announcer to announce "The cattle are yours".

2.8.1.4 Contestants must immediately proceed across the starting line.

2.8.1.5 When the timing flag is dropped, the announcer will announce the team's cattle number. This announcement will be stated three (3) times in succession.

2.8.2 Once committed to the cattle, the team is completely responsible for their animals. It is the team's responsibility, before working, to call for an official's decision if, in their opinion the assigned animal is injured or unusable, or something will interfere with the team receiving a fair and equitable chance. Once the cattle are worked, no excuses are accepted.

2.8.3 If after beginning work, the team feels they should get a rerun for any reasons, they should finish the work and then appeal to the official for a ruling.

2.8.3 Romals and reins may only be swung or popped on rider's legs or horse.

2.9 Cattle

2.9.1 Numbering

2.9.1.1 The use of printed oilcloth is recommended. Other methods are paint branding, spray painting or colored neckbands. Numbered stickers are acceptable.

2.9.1.2 The cattle will be marked in a consistent manner for clear identification of cattle.

2.9.2 Handling

2.9.2.1 In the Two Man-One Steer, each group of ten teams must go on a set of 10-20 head.

2.9.2.2 In Three Man-Three Steer, each group of ten teams must go on a set of 30 head.

2.9.2.3 The number of cattle in the arena must be consistent at all times.

- 2.9.3 Cattle must be rotated after ten teams. They may be rotated more often as long as they are rotated in a consistent manner.
- 2.9.4 If, after a go begins, a team withdraws, that team's cattle number will be pulled and that animal will not be penned.
- 2.9.5 If an animal, which has not been penned in the go, escapes from the arena, the number of the unused animals is pulled from the draw and work continues to the end of the go-round. The team whose animal has escaped would then work at the end of the go.
- 2.9.6 Reruns will be given on the original set of cattle with new numbers drawn. In the case of fresh cattle, unused cattle will be used. All reruns will be handled in this manner and will be run in order of occurrence.

2.10 Disqualification

- 2.10.1 A team calling for time with any wrong numbered cattle in the pen.
- 2.10.2 Riders are committed once they enter the arena. Any delay will cause for a disqualification.
- 2.10.2 If an animal leaves the arena, either over or through the fence, the team can be either disqualified or given a rerun, depending on the official's decision.
- 2.10.3 Any team taking more than the designated time limit to pen assigned animals will receive a **No Time**.
- 2.10.4 Contact with cattle by hands, hats, ropes, bats, romals, horses or pushing cattle through or over the fence is a disqualification for unnecessary roughness.
- 2.10.5 If more than two (2) head of cattle are brought across the starting line in Two Man-One Steer
- 2.10.6 If more than four (4) head of cattle are brought across the starting line in Three Man-Three Steer.
- 2.10.7 In the event that an animal escapes from the pen after time has been called, but prior to the time that any unpenned cattle are on the cattle side of the flaggers line.
- 2.10.8 Any competitor who conducts himself in such a manner deemed to be abusive or inhumane to animals (horse or cattle).
- 2.10.9 Any competitor who displays unsportsmanlike conduct, or conducts himself in such a way as to be a detriment to the program.

2.11 State Championship

The following rules will apply in addition to the previously stated rules:

2.11.1 A fourth official will be appointed by the State committee.

2.11.2 The time limit will be two (2) minutes.

2.11.3 A third stopwatch will be used.

2.11.4 Two Man-One Steer will consist of three (3) go rounds. The third go will start with the slowest total time.

2.11.4.1 In Two-Man-One Steer, the fastest average time of the three go-rounds will determine the State champion team.

2.11.4.1.1 Teams which pen in each go-round will place higher than teams that fail to pen in a go-round. Example: A team with a time in each of three goes will place higher than a team which only received a time in two goes.

2.11.5 Three Man-Three Steer will consist of one go-round. In the event of a tie in the Three Man-Three Steer finals, each team will be allowed to pen one designated numbered animal. The fastest time breaks the tie.

2.11.6 Awards to be given first through fifth.

SEC. 3.0 Dally Team Roping

3.1 Competition

3.1.1 Contestants will start from behind the barrier. A ten (10) second penalty for breaking the barrier.

3.1.2 Time will start when steer crosses the line. (If steer turns back before crossing line, the team gets a lap and tap.) Time will stop when steer is roped and both horses are facing the line with the steer, ropes dallied.

3.1.3 If a steer gets out of the arena, the team gets a lap and tap.

3.1.4 Each contestant will be allowed to carry only one rope.

3.1.5 Each team will be allowed two loops.

3.1.6 Roping steers without letting go of the loop will be a no catch.

- 3.1.7** Roper must dally to stop the steer. Headers must turn steer before heeler throws loop.
- 3.1.7.1** Tie on rule: Any heeler 60 years or older may tie on. Any heeler with a classification of 4 or less will be allowed to tie on at 52 years of age.
- 3.1.8** *CSHA* will accept USTRC numbering criteria through ability level 4.
- 3.1.8.1** The Stock chairperson will designate a State rating's secretary. The secretary will follow the guidelines of USTRC.
- 3.1.8.2** #4 Heeler: Lower 1/3 of intermediate ropers. Stands out in novice class roping, one notch below average.
- 3.1.8.3** #4 Header: Stands out in novice class roping. Usually speed, quickness and ability handling cattle are "good, snappy" header.
- 3.1.8.4** #3 Upper class novice can catch and handle a rope, but is not consistent in putting runs together for average.
- 3.1.8.5** #2 Novice; beginner starting to improve, catching percentages, starting to increase. Ropers with impaired motor skills.
- 3.1.8.6** #1 True Beginner, or beginner ability. These ropers have trouble controlling the rope and their horse at the same time. Inexperienced riders with little or no roping experience.
- 3.1.9** Three legal head catches: around the neck, horn catch, half head. Figure eight head catch is illegal.
- 3.1.10** Steers must be standing when roped by head or heels.
- 3.1.11** Changes in roping order must be made before stock is loaded in chutes.
- 3.1.12** Unnecessary roughness will be cause for disqualification, in the opinion of the flagger.
- 3.1.13** Broken or dropped rope will be a **No Time**.
- 3.1.14** Roper is not allowed to touch steers with hands at any time.
- 3.1.15** If front foot remains in a loop (head or heel) when flag is dropped, it is a **No Time**.
- 3.1.16** If the field official flags out a team who is still legally roping, the team gets a lap and tap with a five (5) second penalty for each loop already thrown.
- 3.1.17** There will be two (2) timers, a barrier official (unless an electric eye is used) and a field official (flagger).
- 3.1.18** One hind foot receives a five (5) second penalty.

3.1.19 Problem horse: If a roper has had the opportunity to enter the box and within several minutes cannot bring his mount under control, and in the opinion of the judge this situation has become excessive, the judge has the option of declaring a no time on that steer.

3.1.20 There will be a sixty (60) second limit per team, not including penalties.

3.2 State Championship

3.2.1 The time limit in the third go will be sixty (60) seconds.

SEC. 4.0 CSHA Non-Pro Cutting

4.1 Competition

4.1.1 National Cutting Horse Association rules will be followed, except when they are in direct conflict with *CSHA* rules. *CSHA* rules will take precedence.

4.1.2 Classes offered will be non-pro, youth, ladies, 750 non-pro and 500 non-pro.

4.1.3 Contestants must compete for points in at least five (5) approved cuttings per point year at the Region level.

4.1.4 Money earned counts against a rider.

4.1.5 Points earned will count for the rider.

4.1.6 A competitor's horse must be owned by competitor or his immediate family.

4.2 State Championship

4.2.1 A State committee approved official will be used.

SEC. 5.0 Cattle Drafting

A two rider team negotiates three cattle through an obstacle course. The team is official on control and efficiency, not speed.

5.1 Competition

5.1.1 The riders start at the pen end of the arena.

5.1.2 Three cattle are turned into the arena at the opposite end.

5.1.3 Riders do not start moving until the cattle are in the arena.

5.1.4 The team rides to the opposite end of the arena and gathers the cattle and then:

5.3 Equipment

5.3.1 Three cones

5.3.2 Two wing panels placed ten (10) feet apart.

5.3.3 Pen

5.4 Judging

5.4.1 Decisions of the officials are final

5.4.2 Each team is given a starting score of 50 points.

5.4.3 Each obstacle will be scored individually from plus 10 to minus 10 points.

5.4.4 Credit will be given for:

5.4.4.1 Control of cattle

5.4.4.2 Efficiency of moving cattle.

5.4.4.3 Degrees of difficulty

- a) Fast or spooky cattle
- b) Cattle that do not move
- c) Cattle which will not stay together
- d) Cattle that do not respect the horse (provided this is not caused by the horse and/or rider)

5.4.5 Deductions will be made for:

5.4.5.1 Handling cattle in such a manner as to make them difficult to control

5.4.5.2 Allowing cattle to stand unnecessarily (maximum deduction 10 points per obstacle).

5.4.5.3 Minus three (3) points for each cow that does not go through an obstacle, unless all three cattle do not go through, then 10 points will be deducted.

5.4.5.4 If the time limit is reached before the course is completed, the team will receive a score for the portion completed.

5.5 Timers & Timing

5.5.1 Two timers with digital stopwatches which time to the hundredth of a second are recommended. The time will be taken from the head timer's watch, unless that watch fails.

5.5.2 The course has a five (5) minute time limit.

- 5.5.3 Time starts when the riders pass a line even with the pen. The line will be designated by visible markers on both sides of the arena.
- 5.5.4 Time ends when either the course is completed or the time limit has been reached.

SEC. 6.0 Cattle Sorting

- 6.1 In cattle sorting, a three man team will remove the designated cattle from the sorting area in numerical/color order. In numerical order, a high number follows a lower and the lowest number follows the highest.
- 6.2 There will be two herds of cattle in the sorting arena. Each herd will have the same numbers and each herd will have different, yet matching colored numbers. A herd will consist of at least ten cattle.
- 6.3 Cattle must be removed from the sorting area and kept in the holding area in colored-numerical order. If an animal leaves the sorting area out of color or numerical order or returns to the sorting area once legally removed, the flagger will drop the flag and the team will be disqualified. Teams may not call for an early time. Teams must ride until time is called or all cattle are sorted.
- 6.4 The team with the most head of cattle sorted in the fastest time wins.

SEC. 7.0 Special Awards

- 7.1 There shall be an annual scholarship established as the Bill Haynes Memorial team roping scholarship.
 - 7.1.1 The scholarship shall be awarded annually to the "most improved youth team roper" under the age of 18.
 - 7.1.2 The selection of the winner of this award will be done annually by a special selection panel of the Stock Competition committee appointed by the chairman of that committee.
 - 7.1.3 To apply for the scholarship, the recipient will contact the State office and make application on an appropriate form for that purpose.
 - 7.1.4 The check will be made out to the school of choice and the recipient.