



UMT Rules and Guidelines

April 2017

1. Safety Rules and Guidelines are the most important part of our sport. If a horse gets out or if a rider gets bucked off, the public views this as liability taken at our own risk. However, if a gunshot heard within earshot of the public, expect authorities to investigate. Take extra precaution to make sure safety guidelines are followed.
 - a. All firearms shall be treated as if they are loaded.
 - b. All firearms shall remain unloaded until the competitor arrives in the loading area.
 - c. No firearm should be cocked until immediately prior to engaging a target.
 - d. Competitors have final responsibility to make sure their firearms are loaded and functioning properly prior to stage engagement.
 - e. Competitors are expected to compete safely within their individual capabilities and controlling their firearm's muzzle direction at all times.
 - f. All competitors shall be knowledgeable and proficient in the safe use of firearms.
 - g. The use of eye protection and ear protection is strongly recommended.
 - h. Parents or guardians of Buckaroos or their designate may be in the arena, outside the timeline and in a safe location as approved by the Range Master when they compete.
 - i. The competitor assumes all responsibility for participation in all events.
 - j. Only 5 blanks may be loaded in any one firearm, all revolving firearms to be indexed so the hammer rests upon an empty chamber. Match officials have the right to inspect any and all firearms used in the match.

Practices

1. Arena Practice Fees will be assessed monthly in advance, unless otherwise specified by the specific arena, plus the cost of balloons and ammo.
2. Cost of balloons is \$1.00 per run regardless of hits or misses during the run.

3. Members are responsible to purchase their own approved ammo for practice purposes.
4. General rules for Practice at all arenas are as follows:
 - a. Riders shall come early to set up and/or stay late to clean up.
 - b. Riders will be added to the run order in the order they arrive. Riders need to be ready when it is their turn. If a rider is not ready at their turn they will be skipped until the next rotation. Exceptions may be made for riders sharing horses or equipment.
 - c. Riders shall pick up their balloon sticks following their run and participate in balloon filling/setting for others.
 - d. Any rider who shoots balloons shall pick up balloons or pay a \$5 fine.
 - e. Riders shall sign the balloon money envelope with the amount of payment and runs. Payments must be made prior to leaving each practice.
 - f. UMT encourages riders to school their horses during their turn as appropriate. Please respect other riders when schooling is required.

Entries, Payouts, and Point System

1. Standard Jackpot Entry Fees for Limited, Open, Rookie, Youth, Limited, Open Rifle and Limited, Open Shotgun will be \$20.00 per stage. (EXAMPLE: Main Match with 4 stages for Open and Rookie would have a total entry fee of \$80.00. Rifle or Shotgun with 2 stages would have a total entry fee of \$40.00.) Total stages for jackpots will be at the discretion of the Match Director and published prior to the event.
2. Youth entry fees will be \$40.00.
3. Buckaroo entry fees will be \$10.00.
4. Clean Shooter fees will be \$10.00 for the entire match regardless of single or multiple day event. If a competitor is entered on two horses either or both horses can be entered for Clean Shooter.
5. Dash 4 Cash side pot fees will be \$25 per day at jackpot events with 100% payback in class. CMSA sanctioned events will be \$25 per day A Divisions, \$50 per day AA Division, \$100 per day AAA Division with 100% payback in division.
6. Time Only runs will be available dependent on time allotted. Time only fees will be \$10.00 per stage. When riding for a time only, any match horse(s) must be ridden in the go order before the time only.
7. Standard Payout out for Open and Rookie will be one money for every four entries per division (up to five places). There will be no payout in Youth or Buckaroo. Suggested purse percentage splits are listed in the following chart.

# OF ENTRIES	# OF PLACINGS	% OF PURSE PAID PER PLACING
1-4	1	100%
5-8	2	60%-40%
9-12	3	50%-30%-20%
13-16	4	40%-30%-20%-10%
17+	5	30% 25% 20% 15% 10%

8. Final payouts will be published as part of the results following each Match.
9. If Year End or Series Awards are offered, points will be tracked as outlined in CMSA's current handbook.

Divisions & Classes

1. UMT Jackpot Main Matches will consist of the following Divisions:
 - a. Limited and Open Men's

- b. Limited and Open Senior Men's (50 & older)
 - c. Limited and Open Ladies
 - d. Limited and Open Senior Ladies (50 & older)
 - e. Rookie Men's
 - f. Rookie Ladies
 - g. Junior Youth (12-14)
 - h. Senior Youth (15-17)
 - i. Open Buckaroo (10-11)
 - j. Limited Buckaroo (9 and under)
 - k. Limited & Open Rifle(gender split if needed)
 - l. Limited & Open Shotgun(gender split if needed)
2. Open riders will be any competitor that is not a first year shooter or has prior experience competing in a national mounted shooting association and is at least 12 years old as of the day after CMSA Worlds(CMSA 4-6 classes). Limited are those who fall in the CMSA 1-3 classes.
 3. A Rookie rider will be any new shooter who has not previously competed in mounted shooting at the time of their first competition and at least 12 years old as of the day after CMSA Worlds. Upon a Rookies third win, without regard to the number of competitors in the class, they will advance to the Limited/Open Divisions. All qualifying wins will be counted regardless of if the win occurs at a UMT jackpot or other mounted shooting association event (i.e. CMSA, MSA, CSA, etc.) or other non-sanctioned shoots. Rookie riders may choose to advance to the Limited/Open Divisions at any point. Any Rookie who has voluntarily advanced to the Limited/Open Division may not move back down. Rookies will remain in this division at the start of any new competition year so long as they have not met the three win move up criteria. Rookies move up after 2 years regardless.
 4. Youth riders will be any rider 12 -17 years of age as of the day after CMSA Worlds. Youth riders may elect to compete up into Rookie or Limited/Open Divisions dependent on the Youth's competition experience or will automatically advance if no longer an entry level competitor with any National Organization. The Youth is a non-payback class. The intent of this class is to allow young shooters to gain the experience needed to compete at the next level while keeping the cost low for families.
 5. Buckaroo riders will be any rider 11 years old or younger as of the day after CMSA Worlds. Limited Buckaroo may be limited dependent on time allotted. If limited it shall be published prior to the event. The Buckaroo class will follow the same rules and guidelines as outlined for CMSA Wranglers. UMT Jackpots will not have ground shooting.
 6. Rifle and Shotgun will be open to any rider at least 12 years old as of the day after CMSA Worlds. Both Rifle and Shotgun Classes will be limited and open classes with no age split but will have gender split for Men's and Ladies when entries are sufficient. All riders for both Rifle and Shotgun will compete together regardless of Open or Rookie status. Rookie riders wishing to compete shall do so only if an Open Level member in good standing whom they practice with attests to their ability to compete safely.
 7. Dash 4 Cash will be offered in addition to the Main Match. This will be an optional side pot offering a 100% payback. After the close of entries, two (2) stages in the Main Match will be randomly selected. Contestants entered in the Dash 4 Cash will have their times from the selected stages counted toward the Dash 4 Cash overall. Dash 4 Cash will be offered each day at multiple day events.

Jackpots

1. Each UMT Jackpot will have a designated Match Director responsible for all facets of that event. Match Director Checklist is available for assistance in this on the CMSA site.

2. The Range Master is responsible for maintaining a safe environment for both shooters and spectators, assessing any penalties incurred when a competitor engages the course of fire and keeping the match moving in a timely fashion.
3. Competitors may enter up to two horses in one match. A competitor may NOT enter twice on the same horse and may not use the same horse in different entries.
Example: competitors may not switch horses for different courses. Running horses out of match go order will result in a 60 second penalty. (The only time a competitor may change horses is if the horse is no longer able to compete due to injury or illness). Once a horse is "scratched" from an event due to an injury or illness it is no longer eligible for any event for the entire match. All changes must be approved by the Match Director. (NOTE: This applies only to riders entering two horses.)
4. Time only runs will be done at the end of a stage after all of the competitors have run. When riding for time only, any match horse(s) must be ridden in the go order before the time only.
5. Courses of Fire be drawn on the day of or not more than 18 hours prior to the beginning of the event and drawn from not less than twenty courses which will accommodate arena design as well as Rifle and Shotgun stages.
6. Courses for each stage shall be selected from any current national association Courses of Fire or other prior Courses of Fire as Board approved.
7. The decision of the Range Master is final, based on the current rules. If a competitor wishes to protest the Range Master's decision, he/she shall do so by filing a \$50 cash grievance fee with the Match Director to be reviewed by the Appeals Board in accordance with CMSA rules. Appeals Board will be made up of three Certified Range Masters or experienced members in good standing and one alternate. Alternates will be used only to avoid potential conflicts or when one of the committee is involved in the protest. This Appeals Board shall be set up confidentially by the Match Director prior to the shooters meeting. If the appeal is granted the \$50 is returned; if the appeal is rejected the \$50 goes to the club or event producer.

ALL PROTESTS are to be filed on the same day as the protested call took place, or within a reasonable amount of time. This is a Match Director call.