



Team Penning Rules

– extracted from the AQHA Rules and Regulations

Dayboro Cow Horse Club rules include changes to

94 a) Time limit is set at 150 seconds, or as designated by the event program.

94. Team Penning

a) Within a 90 second time limit, a team of three must cut from the herd and pen three head of cattle with the assigned (same) identity number or coloured neckband. The fastest time wins. A warning must be given the team working the cattle at 30 seconds, prior to a final time being called. In the event a warning is not given, a rerun may be given at the request of the team. If the team requests a rerun, the cattle will be settled and a rerun will immediately be given using the same numbered or colour banded cattle, with a 60 second penalty.

b) All cattle will be bunched on the cattle side of the starting line before the time begins. The line flagman will raise the flag to signal when arena is ready. Contestants will be given their cattle penning number or colour of neck band when the line flagman 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.

c) Once committed to the cattle, the team is 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 or coloured banded cattle. Once the cattle are worked, no excuses are accepted. If an animal leaves the arena, either over or through the fence, the team can either be disqualified for unnecessary roughness, or can be given a rerun, depending on the judge's decision. If a rerun is given, it must be given at the end of the total go-round. If no fresh cattle are available for reruns, the cattle to be used will be determined by the show management and judge. If more than one rerun is given in any go-round, they will be taken in order of occurrence. If cattle are to be re-used and additional fresh cattle are needed, the used cattle must be mixed with the fresh cattle and re-numbered or colour banded. Every attempt must be made to ensure each team works the same number of used and fresh cattle.

d) To call for time, one rider must stand in the gate and raise a hand for the flag. Flag will drop when the nose of the first horse enters the gate and the rider calls for time. All undesignated cattle must be completely on cattle side of starting line or there will be no time. If a team calls for time with only one or two of their cattle in the pen, the remainder of their designated cattle DO NOT have to be on the cattle side of the starting line.

e) A team may call for time with only one or two assigned cattle being penned. However, teams penning three head of cattle place higher than two, and two higher than one, regardless of time. In a multiple go-round contest, in the event that teams pen their cattle in only one 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. In multiple go-rounds, times are accumulated to determine placings.

f) A team calling for time with any wrong numbered or coloured neck banded cattle in the pen will be judged no time.

g) Contact with cattle by hands, hats, ropes, bats, romal or any other equipment is a disqualification. A team exhibiting any unnecessary roughness will be judged no time. No hazing with whips, hats or ropes allowed. Romals or reins may be swung or popped on chaps. A five-second penalty per exhibitor will be assessed if the hat or helmet is not on the exhibitor's person until completion of the run. All penalties incurred will be added to a qualified run, even if the penalty time exceeds the 90 second time limit.

h) A team will be disqualified by the judge for any action he feels to be unnecessary roughness to the cattle or horses, or unsportsmanlike conduct.

i) Fall of horse and/or rider shall not eliminate the entry; however, any attempt by a dismounted rider to work *Page 151*

cattle before remounting will result in an automatic disqualification.

j) If five or more cattle are across the starting line at any one time, that team will be judged no time.

k) Points will be awarded based on the number of teams entered. For every five teams there will be a point awarded to each of three winning team members.

l) Disqualification of a team member will result in disqualification of the entire team.

m) In the event of a tie affecting the placings, each team will be allowed to pen one numbered or colour banded animal. Fastest time breaks the tie.

n) If for any reason a team does not participate after the order of go has been drawn, their cattle number will be drawn in the order the team would have run. The drawn number or coloured band will not be used in that set of teams. This will avoid changing the order of go for the other contestants.

o) Numbers must be a minimum of 15cm (6 inches) tall and coloured neckbands to be a minimum of 15cm (6 inches) wide. Numbers must be applied to both sides of the animal, high up on its side, with the top near the midline of the animals back between the shoulder and the hip. The numbers or colours and working order will be drawn for by the judge and show management before the start of the contest.

p) If a team is given a number or coloured neckband that has already been used within a given herd, a rerun must be given immediately, using the correct number or coloured neckband within 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.

q) The optimum number of cattle per herd is 30; however, a maximum of 45 are allowed and a minimum of 21 per herd is required even if there are less than seven teams. All cattle within a herd must be numbered in groups of three.

i) There must be three head of assigned (identical numbers or coloured neckbands) cattle per team in the herd as each new team begins a run.

ii) There must always be the same number of cattle in each of the herds used in a go-round.

iii) In the event more or less than three assigned (identical numbers or coloured neckbands) cattle are discovered within a herd, the team(s) with more or less than three assigned cattle must have a re-run at the end of the total go-round. Times for all other teams within such a misnumbered herd will remain the same.

iv) Cattle cannot be re-used within a go-round of a division except as specified in rule (3) above for re-runs.

r) There shall be two flagmen, one at the entrance to the pen and one at the start/foul line. The judge must be located at the start/foul line, and may or may not actually flag the contest at his/her discretion. There shall be at least two timekeepers.

The first timer shall be the official time and the second timer shall be the back-up time, in the event the first timer misses the time or his watch fails. The starting and foul line must be designated by markers located on the arena

fence, and easily viewed by the line judge and the exhibitors. The start /foul line will be a variable distance of 40 percent to 50 percent of the arena.

s) Three divisions, all-age youth, all-age amateur and all age open may be offered.

