



The following is the set of rules that Creek View Farm will follow for Team Cattle Penning:

- SECTION 1: General
- SECTION 2: Divisions
- SECTION 3: Starting and Stopping Time
- SECTION 4: Herd Holders
- SECTION 5: Disqualifications
- SECTION 6: Team / Rider Responsibility
- SECTION 7: Rider Rep

SECTION 1: General

- 1.1 Each team consists of three (3) people
- 1.2 In the event a team member is injured after his/her team has made their first run, the remaining team members may elect to finish their runs themselves or a spare may be used to complete the remaining runs of the penning. In no event may less than two persons compete. Spares will be drawn for, by the judge, from a spare list provided prior to the start of the penning. The use of a spare is at the Judge's discretion.
- 1.3 Each team will cut and pen three (3) head of same numbered cattle in the pen. In the event that more or less than three (3) assigned cattle are discovered within the herd, the team penning will be the only team to receive a rerun. Times for all other teams within such a misnumbered herd will remain the same.
- 1.4 Team run positions will be drawn for.
- 1.5 Ties will be broken by a runoff.
- 1.6 The FOUL LINE and START LINE will be between forty/fifty percent (40%/50%) of the arena length from the cattle end and will be clearly marked.

SECTION 2: Divisions

- 2.1 Time limits by division:
 - OPEN 60 seconds
 - 9 DIVISION 60 seconds
 - FRIENDSHIP 75 seconds
- 2.2 The Open Division and 9 Division will consist of two runs and a top-ten callback. A team making the top-ten will always place higher than a team that did not make the top-ten. The Friendship Division will consist of three runs in total. *The amount of runs and time limit for each division are subject to change at the Judge's or cattle provider's discretion, depending on the arena conditions, and condition of the cattle, etc.*

SECTION 3: Starting and Stopping Time

- 3.1 The team must be behind the start line to start. Time begins when the nose of the first team rider's or holder's horse crosses the starting line and your cattle number will be given upon the start of the run.
- 3.2 Time may be called by any team member any time after one or more cattle have been penned. To call for time one team member's horse must break the plane of the gate and that team member must raise a hand. The Judge's flag will drop when the first horse's nose breaks the plane and the rider calls for time. All unassigned cattle must be completely on the herd side of the foul line or the

team will be judged a no time. If a team calls for time with only one or two of their cattle in the pen, the remainder of their assigned cattle do not have to be on the herd side of the foul line. All riders must be mounted on the pen side of the foul line when time is called or the team will be judged a no time. A team penning three (3) head of cattle places higher than two or one regardless of time.

3.3 A warning must be given to the team working the cattle at thirty (30) seconds prior to the final time being called. In the event a warning is not given, a rerun will be offered by the judge. This rerun will be given at the end of that herd prior to the cattle being changed. Cattle number will be drawn for.

3.4 If a team loses all of its assigned cattle after the 30 second warning is called, the team will be judged a no time.

SECTION 4: Herd Holders

4.1 Two members of the team leaving the arena will settle the herd for the next team coming in to compete, and those settling riders will only leave after the number drawn for the new team has been called, and then they will leave down the rails/boards. Riders will be appointed to settle the herd for the first team competing. A rider may request permission from the Judge to substitute their holding duties. The rider will be responsible to supply their own replacement.

SECTION 5: Disqualifications

5.1 If a horse, excluding the tail, is entirely in the pen during the run, disqualification will result.

5.2 No rider may carry any device to use as an aid in moving cattle or horse. Contact with or hazing cattle with hats, ropes, reins, bats, romals, or any other equipment or apparatus is a disqualification.

5.3 Team disqualification will result if any unassigned cattle cross the FOUL LINE ("no trash" rule).

5.4 The fall of a horse and / or rider shall not eliminate the entry, however, any attempt by a dismounted rider to work cattle before mounting will result in an automatic disqualification. This rule only applies to the Open division. Note: If safety is jeopardized the Judge's decision is final and no re-run will be awarded.

5.5 IF, in the opinion of the Judge, unnecessary roughness occurs, the Judge will stop the run at the point of infraction by sounding the whistle and the team will be given a disqualification. The Foul Line judge shall also have this authority.

5.6 Unnecessary roughness, which will result in disqualification, are:

- 1) Jumping cattle or making them leave the arena
- 2) Excessive bumping, biting, or stepping on the cattle by a horse
- 3) Riders forces a cow to slam into the arena fence
- 4) Slamming the cattle into the back panel of the pen
- 5) Hitting cows broadside
- 6) Knocking a cow down

5.7 Unsportsmanlike conduct by a team and/or rider will result in disqualification. Unsportsmanlike conduct is defined as abuse of one's horse or cattle, excessive use of foul language, intoxication in the arena or on the grounds or any other conduct felt to be detrimental to the sport of team penning. Spotting of cattle is not allowed. This rule is to be enforced by the arena director, officials or Judge. All decisions will be final.

SECTION 6: Team / Rider Responsibility

6.1 Once committed to the cattle, a team is completely responsible for their animals. It is the team's responsibility before working the cattle to pull up and call for a judge if, in their opinion, there is an injured or unusable animal in the herd. Once the cattle are worked, no excuses will be accepted.

6.2 All horses are to be in workable shape. Horses showing serious lameness will be excused from the ring at the Judge's discretion.

6.3 All contestants must wear a western hat and boots and a long or short sleeved shirt with a collar. Men's or women's long pants (jeans) are required. In the event that a contestant has a mishap during the penning and a button or snap is torn off or broken, this is not to be considered an infraction of the dress code. All contestants are encouraged to maintain a western image. Riding

helmets are considered part of the dress code. An initial warning will be given to the rider who loses their hat. A second loss of the hat will incur a five (5) second penalty for the team and will be added to the team's time at the end of the day. This will be established on a per day, per show, per team basis.

SECTION 7: Rider Rep

- 7.1 All events must have a START LINE judge and a FOUL LINE judge. These judges must have a clear understanding of all rules. Decisions of the Judge are final and no disputes will be allowed. Penalties and reruns by the judge will be announced. Any rider who directly approaches the Judge, with a complaint, will be disqualified for that day and all entry fees for the day will be forfeited. Any questions or disputes must be directed to the rider rep, which will be identified at the beginning of each day. The rider rep does not settle the dispute but is merely a go-between for the Judge and the riders.
- 7.2 If a team encounters a problem with their run, the team must ask for the rider rep prior to leaving the ring. The team shall exit the ring and stand away from the general membership awaiting the rider rep to have the problem solved.