

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 colored 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 color banded cattle.

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

c) Any delay will be disqualification.

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 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.

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

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. All penalties incurred will be added to a qualified run, even if the penalty time exceeds the 90 second time limit.

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

h) Fall of horse and/or rider shall not eliminate the entry; however, any attempt by a dismounted rider to work cattle before remounting will result in an automatic disqualification.

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

j) Points will be awarded based on the number of teams entered.

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

) In the event of a tie, points will be divided equally.

m) Numbers must be a minimum of 6 inches (15 cm) tall and colored neckbands be a minimum of 6 inches (15 cm) wide.

n) 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 colors and working order will be drawn for by the judge and show management before the start of the contest.

o) The optimum number of cattle per herd is 21; however, a maximum of 30 are allowed and a minimum of 15 per herd is required even if there are less than seven teams. All cattle within a herd must be numbered in groups of three.

p) There shall be one flagman, at the entrance to the pen. The judge must be located at the start/foul line. 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, which are easily viewed by the line judge and the exhibitors. In order to promote the highest standards of horsemanship and cattle skills, the start/foul line will be a distance of 40/60 percent of the arena with the cattle being contained in the 40%. Show officials may move the start/foul line to 50/50 percent at their discretion.

q) A change of one horse/rider combination constitutes a new team.