



QWCHC PAIRS Penning Rules:

1. A team consists of two (2) riders.
2. A rider may have a maximum of 3 runs.
3. A team combination may not run more than once per event.
4. All competitors MUST wear long sleeved, collared Western style shirts, Western hat (not cap) or Australian Approved Standard riding helmet. Those who do not comply will not be permitted into the arena.
5. The team will start from the pen end of the arena.
6. When the hooves of the first horse crosses the start/foul line, which will be designated by markings in the arena, the teams time will start. The announcer will advise the team of their assigned beast by calling the assigned coloured collar as randomly selected by the Judge.
7. Each team has a 60 second time limit in which to cut their one assigned beast from the mob and pen it. A 30 second warning bell will be given prior to the end of the allotted time. The whistle will be blown to indicate the end of the teams run.
8. To call time, one of the riders must ride into the gateway of the pen with their arm raised, after the assigned beast has been penned. No more than the neck of the horse should enter the pen.
9. A team member may NOT enter the pen to extract any unassigned cattle before calling for time. Any unassigned cattle can only be removed by riding to the rear of the pen and hunting them out. You must NOT enter the pen at any time.
10. Time will not be accepted if time is called when there is any portion of a beast (cattle) on the pen side of the start/foul line.
11. Time will not be accepted until the two riders and their horses are on the pen side of the start/foul line.
12. If there are any unassigned cattle in the pen when time is called, time will not be accepted.
13. If in the opinion of the Judge or the committee any unnecessary roughness occurs, the judge will stop the run and the team will be disqualified. Roughness is considered to be but not limited to: A rider forces a beast to make contact with force into the arena fence or the pen: Hitting beasts broadside under pressure: Knocking a beast down: Forcing a beast too hard into the mob.
14. Any more than five (5) head of cattle crossing the start/foul line into the pen end of the arena at any time will cause disqualification.
15. Once your beast of your assigned colour has crossed the start/foul line on to the pen side of the arena. The team is "COMMITTED" This means, if an assigned beast breaks away & crosses over the start/foul line, it cannot be retrieved. If a rider crosses back over the start/foul line once committed, the team will be disqualified.
16. No stock whips or riding crops will be permitted in the arena.
17. No head checks or rings or tie downs to be used in the arena. Reins must be of the split type.
18. For any disputes, the Judges decision is final. Disqualifications and re-runs given by the Judge will be announced. The judge will give a reason why.

18(a) Any further questions or disputes must be directed to the committee of the QWCHC.

19. Un-sportsman like behaviour by a team and/or rider will result in disqualification. Un-sportsman like behaviour is defined as abuse of one's horse or cattle, use of foul language and disrespect towards the Judge or another competitor, or any other conduct felt to be detrimental to the sport of Team Penning.

20. Re-runs

Escaping Animal – if any animal leaves the arena either through or over the fence the team can either be disqualified for unnecessary roughness, given time on their remaining cattle, or be given a rerun depending on the Judges decision.

Injured Animal - The judge may call a re-run if, in their opinion, there is an injured animal in their assigned cattle. In the event of a mechanical or official error, the participating team shall get a re-run.

21. The fall of a horse and/or rider shall not eliminate the entry, however any attempt by a dismounted rider to work cattle before remounting will result in automatic disqualification. Outside assistance for a dismounted rider will result in disqualification except at the request of the Judge.

22. Herds of cattle will be changed depending upon the number of cattle in the herd i.e: if there are 21 cattle in the herd, it will be changed every 7 runs. When a herd is removed from the arena for any reason at all, a new mob of cattle will replace them.

23. Cattle will be identified using neck collars. A colour band of approximately 100mm wide will be attached around the neck of the beast. Each collar may be made up of no more than two colours.

24. Suitable riding attire must be worn including a long sleeved collared Western style shirt and a Western Style hat (not cap) or helmet. In the event that a rider's hat comes off during a run, this is not considered an infraction of the dress code.

25. All riders 17 years and under must wear a securely fastened AS3838 riding helmet while riding at any QWCHC event. Caps are not to be worn under helmets.

26. If one rider is unable to attend a substitute rider may ride in place of the nominated rider. Only 1 nominated sub rider may be used per season per team for eligibility in the Buckle Series.

27. All team members (including substitutes) must be full financial members as of the beginning of round one to qualify for a Buckle Series.

28. If a team fails to show without prior notice they will be charged full entry fees.

29. The Committee reserves the right to alter or cancel the program due to weather, competitor safety or animal welfare without notice.

30. No riders under the age 18 years are to ride a stallion anywhere in the arena or the grounds.

All stallions when not attended must be double tied ie. Head collar and neck strap. Head collar and side lines.

31. Competitors suspected to be under the influence of alcohol or drugs will NOT be permitted into the arena.