



Team Penning Rules (QWCHC)

- 1) A team consists of 4 riders Minimum.
- 2) A rider may have a maximum of 3 runs. (Beginner instructor runs excluded from this count or a Junior or beginner rider substitutes for an open rider once in the open competition).
- 3) A combination of 3 riders may not run more than once per event. (Excluding beginner classes).
- 4) All competitors **MUST** wear long sleeved, Collared Western style shirts, Western Hat (No Caps) or Australian Approved standard riding helmet. Those who do not comply will not be permitted in the arena.
- 5) The team will start from the pen end of the arena.
- 6) When the hooves of the first horse cross the start/foul line, which will be designated by markings in the arena, or electronic timer starts, the team will start. The announcer will advise the team of their designated cattle by calling the assigned coloured collar as randomly selected by the judge.
- 7) Each Open and Junior team has a 90 second time limit in which to cut their 3 assigned cattle from the mob and pen them. (120 seconds for beginner teams). A 30 second warning bell will be given prior to the end of the allotted time. The whistle/horn will be blown to indicate the end of the teams run.
- 8) To call time, one of the riders must ride into the gate way of the pen with their arm raised, after some or all the assigned cattle have been penned. No more than the neck of the horse should enter the pen. If your horses back legs or the back of your saddle cross the claim line, you will be disqualified.
- 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 outside rear of the pen and hunt them out. **You must NOT enter the pen at any time.**
- 10) A team may call for time with only one or two of their assigned cattle penned. However, teams penning three head of cattle will place higher than those penning two, two head of cattle will place higher than one, regardless of time recorded.
- 11) At the time a team decides to only pen one or two head of their assigned cattle, the remaining unassigned cattle must be returned over the start/foul line to the mob end of the arena before calling time. The judge will give time if assigned cattle are loose at pen end when claiming one or two head.
** In the event that all claimed cattle have been penned and one or more breaks free, time will still be recorded with the remaining (under control) penned cattle. The position of breakaway cattle will be disregarded. **
- 12) Time will **NOT** be accepted if time is called when there is any portion of an unassigned beast (cattle) on the pen side of the start/foul line.
- 13) Time will **NOT** be accepted until all three riders and their horses are on the pen side of the start/foul line.
- 14) If there are any more than three head of cattle or any unassigned cattle in the pen when time is called, time will not be accepted.
- 15) 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 pen.
Hitting beasts broadside under pressure. Knocking the beast down. Forcing the beast too hard into the mob. Hocking a beast (running onto the beasts back legs).



Team Penning Rules (QWCHC) Continued...

- 16) 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 a disqualification.
- 17) Once all three (3) cattle of your assigned colour have crossed the start/foul line into the pen end of the arena, the team is 'Committed'. This means that if any assigned beasts breaks away and crosses back over the start/foul line the team can continue penning their remaining 1 or 2 assigned cattle. **If any of the rider's cross back over the start/foul line once committed, the team will be disqualified.**
- 18) No stock whips or riding crops will be permitted in the arena.
- 19) No head checks or rings or tie downs to be used in the arena.
- 20) Reins must be of split type.
- 21) For any disputes, the judge must review any protest on its merit and in an impartial manner. Disqualifications and reruns given by the judge will be announced. The judge will give a reason why. Any further questions or disputes must be directed to the committee of QWCHC.
- 22) 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.
- 23) RERUNS**
 - **Escaping Animal** – If any animal leaves the arena either through or over the fence the team can be disqualified for unnecessary roughness, given time on the remaining cattle, or be given a rerun depending on the judge's decision.
 - **Injured Animal** – The judge may call a rerun if, in their opinion, there is an injured animal in the assigned cattle.
 - In the event of a mechanical or official error. The participation team shall get a rerun.

If a run is stopped by the judge, clocks must be stopped, and a time recorded. A decision will be made at the end of the competition if a rerun is to be awarded. A rerun will not be given if there are placings with faster times. The judge's decision is FINAL.

- 24) 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 dismounted riders will result in disqualification except at the request of the judge.
- 25) Herds of cattle will be changed depending upon the number of cattle in the herd ie: 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 will replace them.
- 26) Cattle will be identified using neck collars. A colour band of approximately 200mm wide will be attached around the neck of the beast. Each collar may be made up of no more than two colours.
- 27) Suitable riding attire must be worn including long sleeved collared Western Style shirt, Western Style Hat, or Helmet (No Caps). In the event that a rider's hat comes off during a run, this is not considered to be an infraction of the dress code.



Team Penning Rules (QWCHC) Continued...

- 28) All riders 17 years and under or any junior division rider must wear a securely fastened approved riding helmet while at any QWCHC event. Caps are not to be worn under a helmet.
- 29) If a 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 year, per team for eligibility in the buckle series.
To be eligible for the end of year Buckles and awards, teams/riders must compete in all rounds.
- 30) All team members must be full financial members as of the beginning of round one to qualify for the buckle series. A substitute rider may be a day member.
- 31) If a team fails to show without prior notice they will be charged full entry fees.
- 32) The committee reserves the right to alter or cancel the program due to the weather, competitor safety unforeseen circumstances or animal welfare without notice.
- 33) No rider under the age of 18 years is to ride a stallion in the arena or anywhere on the grounds. All stallions when not attended must be double tied. (Head Collar and Neck strap or Head collar and Side lines).
- 34) Competitors suspected to be under the influence of alcohol or drugs will not be permitted into the arena.

