

2008 NHI / USTPA RULES AND GUIDELINES (MODIFIED)

NHI, has chosen to adopt USTPA rules / guidelines (modified for our events) for all team penning . Below is a summary of these rules for team penning . For more information please refer to this handbook. A copy of the handbook is available during all show events.

Objective: The purpose of the NHI Team Penning Program is to promote and encourage the sport of team penning. First and foremost, this is supposed to be a fun and social event suitable for all members, children, juniors, seniors and families. Let's have fun. Let's be respectful of each other and the animals who give us the chance to play. Most importantly, Let's be safe!

TEAM PENNING RULES

1. The Object of Team Penning: Within a specified time limit, a team consisting of two riders in the arena must cut out from the herd, and pen one head of cattle with the assigned number. The fastest time wins.

a) **Time Limit.** The time allotted for the Buckle Series will be limited to 60-seconds. The time allotted for regular nights will be limited to 90 seconds or as directed by the event manager considering age and/or experience of the rider. A warning may be given to the team working the cattle at thirty seconds of time remaining.

b) **Spotting Cattle.** Spotting cattle for any team in the arena, by any person outside the arena, is illegal. Any form or manner of spotting by anyone, other than a team member in the arena, may, at the judge's discretion, subject the team in the arena to disqualification on any run. Any team disqualified by a judge for spotting will receive a no-time.

2. Starting the Run. All cattle will be bunched on the cattle side of the starting line within the designated area, before the time begins. The judge will raise the flag to signal when the arena is ready. The flag will drop when the nose of the first horse crosses the start/foul line. The contestants will be given their cattle number instantly. Any delay in crossing the foul line may result in a "no-time."

3. Calling for Time

a) To call for time, one rider must stand at the opening of the gate and raise a hand for the flag. The flag will drop when the nose of the first horse enters the pen, the assigned cattle are fully in the pen, and the rider calls for time. If an animal is knocked or put into the pen after time is called, a no-time will be given. Time continues until all unpenned cattle are completely on the cattle side of the starting line. In the event that an animal escapes from the pen after time is called but prior to the time that any unpenned cattle are on the cattle side of the line, the team will be judged a "notime."

b) If an animal escapes as a team is calling for time, they will be judged a "no-time."

c) An "Escaped animal" is one with any part of the animal coming out of the opening of the pen.

4. Calling for Time with Wrong-numbered Cattle in the Pen. A team calling for time with any wrong numbered cattle in the pen will be judged a "no-time."

5. Hazing or roughing an animal = "No Time" No Exceptions.

a) Contact with cattle by hands, ropes, bats, or any other equipment, or hazing with any equipment or apparel will result in a "no-time."

b) In order to protect the health and well-being of the animal, the riders must give the animals an avenue of escape. If an animal leaves the arena for any reason, the team will be given a "no-time" for unnecessary roughness; there will no exception to this rule, no discretion, any arbitration or negotiation. This is NHI Cattle Committee Policy. Any violators will be sent directly to the "Cattle Guy" Steven.

c) Includes, but is not limited to, running over cattle with horses, stepping on cattle while in pursuit, running through the heard in such a manner that the cattle are knocked down or off stride, horses consistently biting the cattle, and entering the pen with such force on the cattle causing them to collide with the pen panels – you'll know it when you see it. When calling for time, going in the pen beyond the front cinch.

d) Return to heard. If in the course of penning the animal it crosses back over the start-foul line and makes it back to the fence/heard, time will stop. This is done for the health and safety of the animal to not exhaust it. The reality is, you probably won't get a "good time" if you lost it back to the heard.

6. Too Many Cattle. During the Buckle Series, if more than one wrong number "dirty" head of cattle crosses the start/foul line, the team will be judged a "no-time" and this will be extended to two "dirty" head during regular nights. Any part of the animal that crosses the line will invoke a "no-time."

7. Delays. During the Buckle Series, Sixty (60) seconds after the announcer calls the team to ride the following team must be in the arena ready to ride. Any delay will be judged a "no-time," unless waived for good cause. No team member may enter the arena after time has started. This rule will not apply to regular nights

8. Re-Ride Situations

a) In the event a team is given a number that has already been used with a set of cattle, a rerun must be given IMMEDIATELY upon discovery, using the correct number within the same set. Teams receiving a re-ride will be able to start their time at zero. In case of other official or mechanical error, a re-ride shall be given at the end of that set of cattle using the same numbered cattle, a team cannot better their time on these re-rides and penalty seconds may be given at the judges' discretion.

b) If a team observes an unfit, injured, or unidentified animal before committing to the cattle, the team must notify the judge. Once the team is committed to the cattle, no re-ride will be given. except in extremely unusual circumstances because the "Luck of the draw" will apply. "Committed to the cattle" means that the team has crossed the foul line, the flag has been dropped to the start time on that run, and their cattle number has been called. In the unusual event the judge rules the team is entitled to a re-ride, they will be allowed to work at the end of that group of cattle and they will work the same cattle number; a team cannot better their time on a re-ride and penalty seconds may be given at the judges' discretion. All re-rides will be made at the end of the set of cattle in which an error occurred, on the same-numbered cattle.

d) As each new team begins a run, there should be at least 10 head in the arena. In the event that a team draws a number where more than one identical numbers are in the arena (at the time of their run), that team must have a re-ride at the end of that same set of cattle, on their same numbered cattle. Teams receiving a re-ride will be able to start their time at zero. (Times for all other teams with such a mis-numbered herd will remain the same.)

9. Cattle Rotation. The Event Manager will number each herd available for the penning. The cattle will be rotated at the end of every set of ten (10) teams. The Event Manager has the option to run less than 10 teams per set of cattle in order to equally divide teams among sets. All options shall be

decided and announced before first go-round of each class. The Event Manager has final say on the use of the cattle.

10. Roughing - A team shall be disqualified with a "no-time" when either judge calls unnecessary roughness to the cattle. Contact with cattle in any manner by horse or rider may result in a roughing call by either judge. This will not be subject to further review. The ruling of the judge is final.

Examples of roughing:

a) The rider must give the cattle an avenue of escape that is to mean if the animal has nowhere to go but through or over the fence, it is roughing.

b) The rider must keep his/her horse off the cattle. A horse following so closely as to hock the cattle's back legs can cripple the animal as well as cause a potential wreck. The judge should look for continual pressure by the rider on the cattle. Riders should allow space for their horses to respond which prevents them from being too close to the cattle. A rider in control of his horse will not hit an animal.

c) Knocking an animal over, then stepping on it is always a roughing call.

d) In the process of calling for time, a rider may run the cattle into the back of the pen so hard that it will be roughing.

e) When calling for time, the rider may not enter the pen past the front cinch, which will help avoid the penalty in d) above.

f) Not letting up on an animal when a rider can see a collision is coming with the fence, herd or another rider is a roughing call.

11. Arena Layout - "Ideal" arena size for team penning is 100' x 200', although there shall be no mandatory arena size, recognizing that arena size may vary with each facility.

a) **Start/Foul Line** - The start/foul line shall be 50% of the arena length.

b) **Pen Opening** - The entry gate to the pen shall be situated 25% of the distance from the arena back wall, but shall not be less than 50 feet from the arena back wall and 18 feet from the side wall.

12. Working Cattle on Foot - Any attempt to work cattle on foot will be judged a "no-time." Come on, did I really have to tell you this?

13. Display Clock – We'll do our best to keep the display clock up and running during the Buckle Series. Hey, we're all volunteers here.

14. Dress Code – Yeah right... Who cares – Let's just have fun!