

# **TAMWORTH & DISTRICT TEAM PENNING ASSOCIATION RULES**

Competitors/Participants at any event run by Tamworth & District Team Penning Association have a responsibility to ensure the welfare of their horses humanely and with dignity, respect and compassion.

Competitors/participants are to conduct themselves in a professional manner and act with integrity in all dealings with the affiliate and other competitors. To uphold the rules and regulations of The Tamworth & District Team Penning Association and the Australia Quarter Horse Association at all times.

Competitors/participants are to demonstrate good sportsmanship at all times, showing respect for your fellow competitors and officials, following the rules and to treat people the way you yourself wish to be treated.

## **IMPORTANT - DRESS CODE:**

All competitors must wear long sleeve, collared shirts, broad brimmed hat or an Australia approved standard riding helmet. Those who do not comply will not be permitted into the arena.

NO head-checks, running martingales (rings), drawdown reins etc are to be used in the arena during competition. These are allowed in the warm-up areas only.

## **CATTLE LEVY CHARGE:**

A Cattle Levy Fee is to be retained by the Club if a Team pulls out after 6pm Wednesday before the start of competition. This will be charged per run, to be determined by the Committee, depending on the costs of cattle and freight per head.

## **DOGS ARE NOT PERMITTED ON THE GROUNDS AT ANY TAMWORTH TEAM PENNING ASSOCIATION EVENT**

## **DIVISIONS**

Open 18 years and over

Youth 13 to 17 years

Junior 12 years and under.

Once a competitor turns 13 or 18 years of age they are required to ride up in that division, at the next event after their birthday.

No rider under the age of 18 years are to ride a stallion anywhere in the arena or the grounds. All stallions when unattended must be double tied ie. Head collar and neck strap, or head collar and sidelines.

Excessive use of alcohol is banned.

# TEAM PENNING RULES

1. A team consists of three (3) riders
2. The team will start from the pen end of the arena.
3. When the nose of the first horse crosses the start/foul line, which will be designated by markings on either side of the arena, the team's time will start. The announcer will advise the team of their assigned cattle by calling the assigned coloured collar.
4. Each open team has a 90 second time limit in which to cut their three (3) assigned cattle from the mob and open them. Youth & Junior teams have 2 minutes. 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.
5. To call for time one of the riders must raise their arm, after some or all of the assigned cattle have been penned. There is no need for the riders to be in the gate of the pen, but in the event this happens, no more than the point of the shoulder of the horse is allowed.
6. A team member may not enter the pen to extract any unassigned cattle. Any unassigned cattle can only be removed by riding (outside of the pen) to the rear of the pen and hunting them out. You must not enter the pen.
7. A team may call for time with only one or two of their assigned cattle penned. However, teams penning three head of cattle will be placed higher than those penning two, and two head of cattle will place higher than one, regardless of the time recorded.
8. At the time a team decides they will only pen one or two head of their assigned cattle, the remaining assigned cattle automatically become unassigned and must be returned over the start/foul line to the mob end of the arena before calling for time.
9. If time is called when there is any portion of a beast (cattle) on the pen side of the start/foul line disqualification will result.
10. All the three riders and their horses must be on the pen side of the start/foul line the moment time is called or disqualification will result.
11. If there are any more than three head of cattle or any unassigned cattle in the pen when time is called, disqualification will apply.
12. If in the opinion of the judge or 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 to hard into the mob
13. 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.

14. Once all three (3) cattle of your assigned colour have crossed the start/foul line onto 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 an assigned beast breaks back over the start/foul line the team can continue & pen their remaining 1 or 2 assigned cattle. If a rider chases a beast back over the line the team will be disqualified.

15. No stock whips can be carried into the arena.

16. For any disputes, the Judges’ decision is final. 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. Complaints against competitors/members will only be accepted in writing and signed by the complainant on each page or a letter of complaint from a Judge. If action against the competitor/member is warranted, the committee will write informing the competitor/member of whom the complaint has been made. Advising him/her that the date and time the committee will be resolving the issue, thus giving the competitor/member the opportunity to state his/her reason/explanation to the committee.

The Committee may resolve complaints in the following manner

- Warning letter
- Suspension of Three (3) club days
- Cancellation of membership, or any combinations

17. Un-sportsman like behaviour by a team and/or rider will result in disqualification. Un-sportsman like behaviour is defined as, but not limited to, 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.

18. Reruns

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.

Rider’s commitment to cattle - once committed to cattle a team is completely responsible for the animals. It is the teams’ responsibility before working the cattle to pull up and call for a Judge if, in their opinion, there is an injured animal in their assigned cattle. Depending on results of inspection of the Team’s decision to pull up will result in a rerun or disqualification. Once the cattle are worked, no excuses are acceptable. In the event of a mechanical or official error, the participating team shall get a rerun.

19. The fall of a horse and/or rider shall not eliminate the team, however any attempt by 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.

20. Herds of cattle will be changed depending upon the number of cattle in the herd example if there are 30 cattle in the herd, it will be changed every 10 runs. When a herd is removed from the arena for any reason at all, a new mob of cattle will replace them.

21. 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 not more than two (2) colours.

22. Suitable riding attire must be worn including a long-sleeved collared shirt and a brimmed hat 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.
23. All riders 17 years and younger must wear a securely fastened safety helmet as per current Australian Safety Standards. Caps are not to be worn under helmets.
24. Entries open the Wednesday 10 days prior to the event and will close the Wednesday before the event or when all runs are allocated. No late entries will be accepted.
25. If all runs are not taken on a club day the Club reserves the right to offer for sale the available runs. It will be a first in first serve system.
26. No changes will be made to the draw after the draw is set.
27. Nominations will be paid when entering online. Payments must be received before 6pm Thursday after nominations close.
28. If one rider is unable to attend a substitute rider must ride as the original nominated rider. No changes will be made on the draw. It is the responsibility of the remaining original team members to find a substitute and pay the total required run fee.
29. The Committee reserves the right to alter or cancel the program due to weather, competitor safety or animal welfare without notice.

## **ARENA SORTING RULES;**

1. There will be 12 head of cattle numbered 0 to 9, with 2 spares to hold the mob
2. Three (3) riders will enter the arena
3. The judge will call a number between 0 and 9. Example: The judge might call number 7, this will become your first beast then you must follow on in order. For example: your order would then be 7,8,9,0,1,2,3,4,5,6
4. You must put the cattle through the gate in that order. If the wrong number goes through the gate out of sequence, this will result in disqualification
5. If a beast with no number gets through the gate, this will result in disqualification
6. If a beast that has been drafted correctly through the gate, then gets back to the mob, this will result in disqualification
7. Time will be taken from when the last beast passes through the gate
8. Riders have 2 minutes to complete their run
9. Running a beast into the fence or over the mob will result in disqualification

10. Excessive pressure on cattle or horses will result in disqualification at the judges' discretion
11. The Judge's decision will be absolutely final
12. If no team gets all the cattle through in the time allocated, places will be determined by the number of cattle they sorted in the time allocated
13. You may run 10 runs with one mob of cattle and each mob must not run more than 3 times in one day
14. All riders must adhere to the dress code as follows:
  - Long sleeved shirt
  - Wide brimmed hat or safety helmet
  - Riding boots
  - Tidy attire
15. All riders 17 years and younger must wear a securely fastened safety helmet as per current Australian Safety Standards. Caps are not to be worn under helmets.