



## **TEAM PENNING AUSTRALIA Inc.**

### **RULES**

1. A judge will advise the assigned collar colour as the first competitor crosses the starting line.
2. Time for a run commences when the first of the three horses crosses the starting line.
3. Within a two minute time limit, a team will attempt to cut from the mob and pen three head of cattle with the same assigned collar colour.  
A 30 second warning bell will be given prior to the end of the run.
4. A team can only call for time once.
5. To call for time one rider must stand in the gateway of the pen, with only a minimum of the horse's nose to maximum of the shoulder in the pen gate and raise his/her hand after some, or all, of the assigned cattle are penned. The remaining 2 riders must be on the pen side of the starting line.
6. A team may call for time with only one or two of the assigned cattle penned, however, teams penning three head of cattle will place higher than those penning two head, and two head will place higher than one head, regardless of time.
7. Time cannot be given until the assigned cattle are in the pen and all other cattle are behind the mob end of the starting line.  
If time is called before all spare cattle are back across the mob end of the starting line the team will incur a no time (disqualification).
8. No time will be given if incorrect assigned cattle are in the pen when time is called.
9. Any more than 5 head of cattle across the pen end of the starting line at any time incurs a no time (disqualification).
10. A team exhibiting any unnecessary rough handling or rushing at or into the mob at excessive speed, may be disqualified at the judge's decision.
11. Once the run has commenced no rider can enter the pen to cut cattle out; all removal of cattle during the run from the pen is to be done on around the outside of the pen.
12. No whips can be carried into the arena. No hitting of the cattle with any object is allowed.
13. At the discretion of the judge a team may be awarded a re-run if one or more head of their assigned cattle is deemed unsuitable (health wise) or escapes the arena.
14. Competitors will only be called 3 times. If you are not at the "in gate marshal area" by the 3<sup>rd</sup> call, that run will be forfeited.
15. Riders must wear a hat, cap or riding helmet into the arena, riders 17 years and under must wear an approved riding helmet.  
Polo shirts, long or short sleeves shirts with a collar must be worn. Suitable riding pants and riding footwear must be worn.
16. OHS / Public Liability Insurance Ruling - Stallions must be handled and ridden by a person over the age of 18 years.

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### DISPUTES

1. **Initiating a Protest.**

When a team has a dispute about a run, a protest must be lodged with a judge before the team leaves the arena. The team will then immediately file a protest with the Judge / Director-In-Charge, putting up a \$ 50.00 deposit for a decision. If sustained, the team will get its money back; if not, the money will go to the association.

2. **Presenting the Dispute Findings.**

If a protest is filed, the Judge / Director-In-Charge shall present said dispute, along with the \$ 50.00 deposit, to the Judge / Director-In-Charge. The Judge / Director-In-Charge shall immediately present the findings and reasons to the protesting parties. Protest results should be decided and announced after the last team prior to that set of cattle exiting the arena.