

## HIGH DESERT TEAM PENNING RULES

Revised August 10, 2009

1. Within allotted time a team of 3 must cut out from the herd, and pen, three head of cattle with the assigned number. The fastest time wins.
2. 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. A. To call for an ending time, all assigned cattle must be fully in the pen. The flag will drop when the nose of that rider’s horse enters the pen, the rider must stand in the gate with hand raised. If an animal is knocked or put into the pen after time is called, a no-time will be given. Time continues until all un-penned 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 un-penned cattle are on the cattle side of the line, the team will be judged a no-time.  
B. If an animal escapes and a team is calling for time, they will be judged a no-time.  
C. “Escaped animal” is one with any part of the animal coming out of the opening of the pen. (Please do not enter the pen to move your cattle out after calling for time)
4. A team may call for time with only one or two assigned cattle penned. However, teams penning three head place higher than two or one, regardless of the time. In a multiple go round contest, in the event that teams pen their cattle in only one go round, the fastest time wins, regardless of which go round. In a multiple go round contest, the teams that pen in each go round will beat teams that fail to pen in a go round, regardless of the number of cattle penned or time.
5. A team calling for time with any wrong numbered cattle in the pen will be judged a no time.
6. Contact with cattle by hands, ropes, bats, or any other equipment, or hazing with any equipment or apparel will result in a no time.
7. If more than four (4) head of cattle are across the start/foul line at the same time, the team will be judged a no time. Any part of the fifth animal that crosses the line will invoke a no time.
8. Thirty (30) seconds after the previous team pens, the following team must be in the arena ready to ride. Any further delay will be judged a no time, unless waived for good cause. No team member may enter the arena after time has started. The team can decide to ride with a 2 man option.
9. As each new team begins a run, there should be 30 head in the arena. In the event that a team draws a number where more or less than three identical numbers are in the arena (at the time of their run), that team must have a re-run at the end of that same set of cattle, on their same numbered cattle. Teams receiving a re-run will be able to start their time at zero. (Times for all other teams with such a mis-numbered herd will remain the same on those same numbered cattle.)
10. A. In the event a team is given a number that has already been used within a set of cattle, a re-run must be given IMMEDIATELY upon discovery, using the correct number within the same set. Teams receiving a re-run will be able to start their time at zero. In case of other official or mechanical error, a re-run 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 an animal leaves the arena, the team can either be given a no time for unnecessary roughness; can be given time on their remaining cattle; or be given a re-run (at the end of the set of cattle that the error occurred using the same number, depending on the judges’ discretion. If more than one re-run is given in any go round, they will be given in order of occurrence at the end of the same set of cattle in which the error (s) occurred; a team cannot better their time on a re-run and penalty seconds may be given at the judges’ discretion.  
C. 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, any re-run will be given at the judges’ discretion. “Committed to the cattle” means that the team has crossed the foul line, their cattle number has been called, and the flag has been dropped to start time on that run. In the event the judge rules, the team is entitled to a re-run, 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-run and penalty seconds may be given at the judges' discretion. All re-runs will be made at the end of the set of cattle in which an error occurred, on the same numbered cattle.

11. Decision of the judges are FINAL. Judges shall be line judge and pen judge. All judges shall be adult members in good standing of HDTPA. In the event of a disputed decision between the judges, HDTPA directors in charge will cast the tie breaker.
12. A promoter will number each herd available for the penning. The cattle will be rotated at the end of every set of ten (10) teams and at the end of the first go and before the finals.
13. A team shall be disqualified with a no time when either judge calls unnecessary roughness to the cattle.
14. The foul line shall be between 30% and 60% from the cattle end of the arena and same shall be set and advertised by event management. The pen shall be situated 25% from arena back wall.
15. Any attempt to work cattle on foot will be judged a no time.
16. All contestants and herd settlers must wear western attire. A western hat, long-sleeved western shirt tucked in and buttoned properly, and boots. In the event of extreme temperatures, the director in charge and the judges will decide on the day of the event if short sleeved western shirts may be worn. Western attire is optional for the timers and announcers. Tank tops and tee shirts will not be allowed. A fine of \$10 will be levied by the judges at their discretion, against any contestant not in compliance. Fines must be paid before the contestant rides again. Helmets are acceptable.
17. No excessive schooling of horses will be allowed and contestant may be subject to disqualification.