

TAMWORTH & DISTRICT TEAM PENNING ASSOCIATION INC RULES

Competitor's/participants at any event run by Tamworth Team Penning Association have a responsibility to ensure the welfare of their horses and at all times to treat 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 Team Penning Association and the AQHA 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 sleeved, collared shirts, broad brimmed hat or Australian Approved Standard riding helmet. Those who do not comply will not be permitted into the arena

Dogs are not permitted on the grounds at any Tamworth & District Team Penning Association event

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 teams' 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 assigned cattle from the mob and pen them (2 minutes for Youth & Junior Teams). 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 time one of the riders must ride into the gateway of the pen with their arm raised, after some or all of the assigned cattle have been penned. No more than the line of the rider's body should enter the pen
6. 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 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 place 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 cattle 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 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 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 the pen
 - Hitting beasts broadside under pressure
 - Knocking a beast down
 - Forcing a beast too 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 3 cattle of your assigned colour have crossed the start/foul line on to the pen side of the arena. the team is "COMMITTED". This means, if an assigned best 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 best back over the line the team will be disqualified
- 15.** No stock whips can be carried into the arena
- 16.** For any disputes, the Judge's decision is final. Disqualifications and reruns given by the Judge will be announced. The judge will give a reason why
- 16. (a)** Any further questions or disputes must be directed to the committee of the T&DTPA. Complaints against competitor's / 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 the date and time the committee will be resolving the issue, thus giving that 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 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 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 Judge's 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 animal, it will be at the Judge's discretion whether 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 entry, however any attempt by a 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 ie. 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 no more than two 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 under must wear a securely fastened AS3838 riding helmet. 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 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 on the day unless otherwise stated. Online payments must be received before the Wednesday 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. If a team fails to show without prior notice they will be charged full entry fees. This fee must be paid in full prior to being able to compete again
 30. The Committee reserves the right to alter or cancel the program due to weather, competitor safety or animal welfare without notice. 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
31. No rider under the age 18 years are to ride a stallion anywhere in the arena or the grounds. All stallions when not attended must be double tied, ie. Head collar and neck strap. Head collar and side lines
 32. Excessive use of alcohol is banned

Arena Sorting Rules

1. There will be 12 head of cattle numbered 0 to 9, with 2 spares to hold the mob
2. 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 etc
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 Riders have 2 minutes to complete their run
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 judge's discretion
11. The judge's decision is final
12. If no team gets all the cattle through in the time allocated, places will be determined by the number of cattle they sort 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
 - a) Long sleeve shirt
 - b) Wide brimmed Hat or skull cap
 - c) Riding boots
 - d) Tidy attire
15. All competitors 17 years and under must wear a skull cap at all times while mounted at the grounds. AS3838