

Team Penning Overview



Team penning evolved from the separating of cattle into yards for branding, doctoring, or transport. Today it is a fast paced and exciting event that gives a team of three riders from 2 – 2.5 minutes (depending on the size of arena and class of event) to separate three same-collar coloured cattle from a herd of up to 30. Once the three cattle have been cut from the herd they must be driven into a small pen at the opposite end of the arena. No more than five cattle are allowed across the foul line or the team is disqualified.

Teamwork is the key with all three riders working in harmony to cut out the correct cattle and drive them to the pen while keeping the wrong coloured cattle back.

CLUB DRESS CODE

- Collared Full Buttoned Shirt and Long Trousers
- Hat or Safety Helmet
- Heeled Boots

*Competitors are to be neat and presentable
(Caps and T-Shirts are not acceptable)*

Team Penning - How it Works

A white line is drawn on the ground approximately in the middle of the arena. The pen is generally located in the centre or to one side of the arena with the wing opening towards the back end of the arena. There are generally 30 head of cattle wearing coloured collars in multiples of three, i.e. three red collars, three blue collars, three green collars etc. Larger competitions generally run herds of 30, however some comps may run fewer head. Typically there are less cattle in a team penning practice day.

Three mounted riders line up at the starting line (midway). When the announcer calls "go" he will call a colour. The team rides towards the herd. The rider assigned to cut the beasts from the herd (the cutter) enters the herd and allows the cattle to mill around him until he can isolate the correct colour collared beast he wants. The other two riders must serve as turnback riders, keeping the unwanted cattle from moving up the arena and across the foul line. Once the cutter has worked his cow out through the herd, the other riders must keep him from returning to the mob. One rider can remain "in the hole" to prevent cattle from escaping back towards the herd, whilst the other rider can assist the cutter by turning back the unwanted cattle.

Once all three head are over the line, the team must work the cattle up the arena and into the pen. One rider must guard the wing to prevent cattle from escaping whilst the other riders work together to sweep the cattle into the pen. All going well, three correctly coloured cattle are herded into the pen. The first rider raises his hand to call for time when the cattle are penned and his horse's nose has crossed the plane of the gate.

Team penning is a timed event and in competitions the fastest time wins.

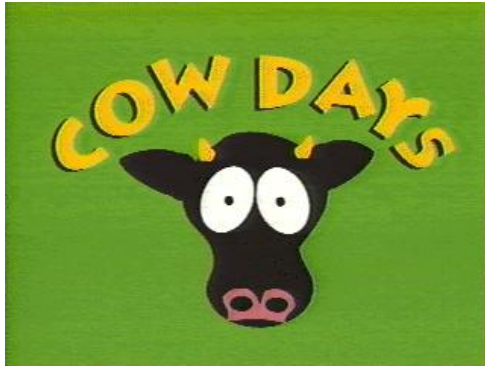
FRASER COAST TEAM PENNING RULES

1. All teams must consist of three riders. In the event of two or more rides, one or more riders must change.
2. Announcer to advise the collar colour as the first rider crosses the starting line.
3. A team must cut three or less head of their assigned colour cattle and pen them in 2 ½ minutes. A warning bell will be given 30 seconds prior to the run finishing
4. The starting line will be across the centre of the arena. All cattle will be gathered and settled at the end of the arena prior to each run.
5. Time commences when the first riders' horses' nose crosses the centre line.
6. The yard will be located either in the centre or to one side of the bottom end of the arena.
7. It is recommended that up to thirty head of cattle are in the arena at any one time, however this can be reduced to 21 during heat periods.
8. Cattle used for Team Penning Competitions will be changed/rotated at the Judge's discretion.
9. A team can call for time only once.
10. Time may be called by any team member any time after one or more cattle have been penned. To call for time, one team members' horse must break the plane of the gate and that member must raise his/her hand. The judges' flag will drop when the first horses' nose breaks the plane of the gate and the rider calls for time. All unassigned cattle must be completely on the herd side of the cattle line or the team will be judged a no time. If a team calls for time with only one or two of their cattle in the pen, the remainder of their assigned cattle do not have to be on the herd side of the cattle line. All riders must be mounted on the pen side of the arena when time is called. A rider whose horse enters the pen while calling for time will be disqualified.
11. Sorting of cattle is not allowed in the pen at any time. Blocking the plane of the gate is not allowed at any time unless the riders are calling for time.
12. A team may call for time with one or two of the assigned cattle yarded, however teams penning three cattle will place higher than those penning two head and two head will place higher than one regardless of times.
13. A time cannot be given until the assigned cattle are in the pen/yard and all other cattle are behind the starting line. Calling for time whilst unassigned cattle are on the pen side of the centre line will result in disqualification.
14. No time will be given if incorrect cattle are in the yard when time is called.
15. Any more than five head of cattle over the centre line at any one time will result in disqualification.
16. No competitors are allowed to stand in the yards' gateway and hold cattle whilst other members are gathering or chasing other cattle; this will result in disqualification.
17. Once any number of the assigned (or unassigned) cattle are on the pen side of the designated line and the three riders cross over the designated line to the pen side, they are no longer permitted to go back over the designated line. Once the three assigned cattle are on the pen side of the designated line, regardless of any unassigned cattle, the three riders must cross over to the pen side of the line. Failure to do so will result in disqualification.
18. Once the team enters the arena, if in the event of a fall of horse or rider, or a horse becoming lame, will not result in elimination. It is up to the team to decide whether to continue or withdraw.
19. A rider, which has fallen from his or her horse, is not to attempt to block or hold cattle until they have remounted; any attempts to do so will result in disqualification.
20. Approved safety helmets must be worn by competitors 17 years and under.
21. No whips are to be carried into the arena and tie-downs are not permitted.
22. A team exhibiting unnecessary rough handling or riding into the mob at excessive speed, excessive bumping, biting, or forcing the cattle to run into the arena structure or each other will result in disqualification at the judges discretion.
23. Unsportsmanlike conduct by a team or rider will result in disqualification. Unsportsmanlike conduct is defined as abuse of ones' team member, horse or cattle or excessive use of foul language.
24. At the discretion of the judge, a team may be awarded a rerun if one or more of their cattle are deemed unsuitable.
25. An elected disputes Committee of three members must be available to deal with any breaches of the rules or protests.
26. The organising Committee may vary the rules to suit the event at the time. Any variations of these rules are to be advised prior to the commencement of the event.
27. The number of runs allowed per competitor and the number of times a horse may compete in any one event will be determined by the organising Committee
28. In the event of a protest, the said team must submit in writing, along with a fee of \$50.00, the reasons for their dispute. Should the protest be dismissed, no refund of monies shall be forthcoming. The Committees' decision is final and all appeals will remain confidential.

Fraser Coast and District Campdrafting and Sporting Club Inc

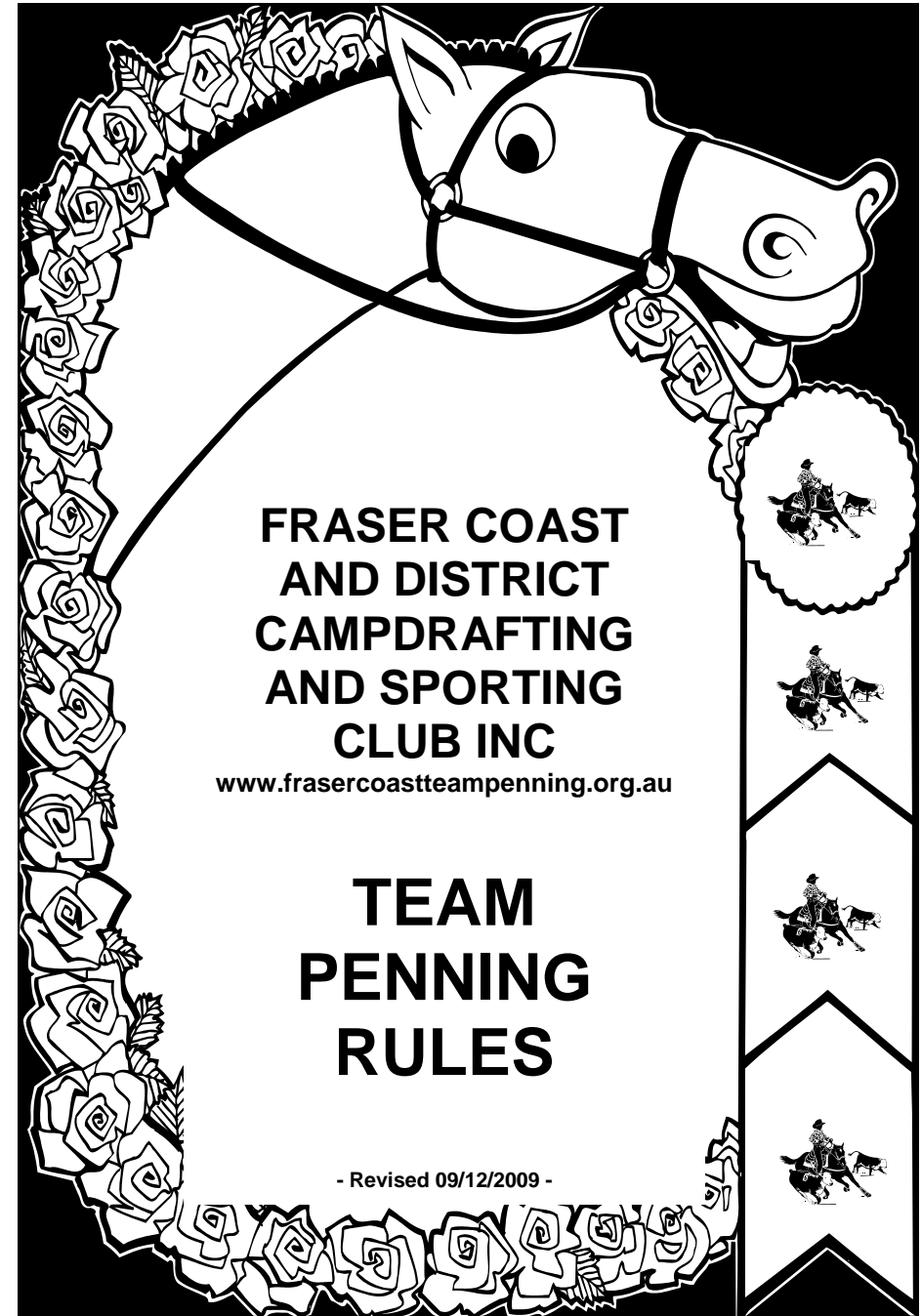
P O Box 3124 Pallas St, Maryborough 4650

www.frasercoastteampenning.org.au



Is Team Penning for you?

- Fun and exciting activity for riders of all levels
- Participate at the level of your choice; occasional weekend warrior or serious competitor
- Competition available at all levels
- Meet new people, supportive of newcomers and beginners
- True family sport; families can practice and compete together
- Affordable
- For riders of all ages and either gender, children welcome
- Separate classes allow you to compete against people at your skill level
- Doesn't require a special, expensive horse at the local level
- Team Penning Comps are held regularly throughout SE Queensland
- You can be competitive longer in terms of your age
- Keeps you active and healthy



**FRASER COAST
AND DISTRICT
CAMPDRAFTING
AND SPORTING
CLUB INC**

www.frasercoastteampenning.org.au

**TEAM
PENNING
RULES**

- Revised 09/12/2009 -