

2008 4th LWL RODEO

PENNING RULES AND REGULATIONS

The object of team cattle penning is that a team consisting of three riders in an arena must cut out from a herd and pen three head of cattle with the team's assigned number within a specified time limit. The fastest time wins.

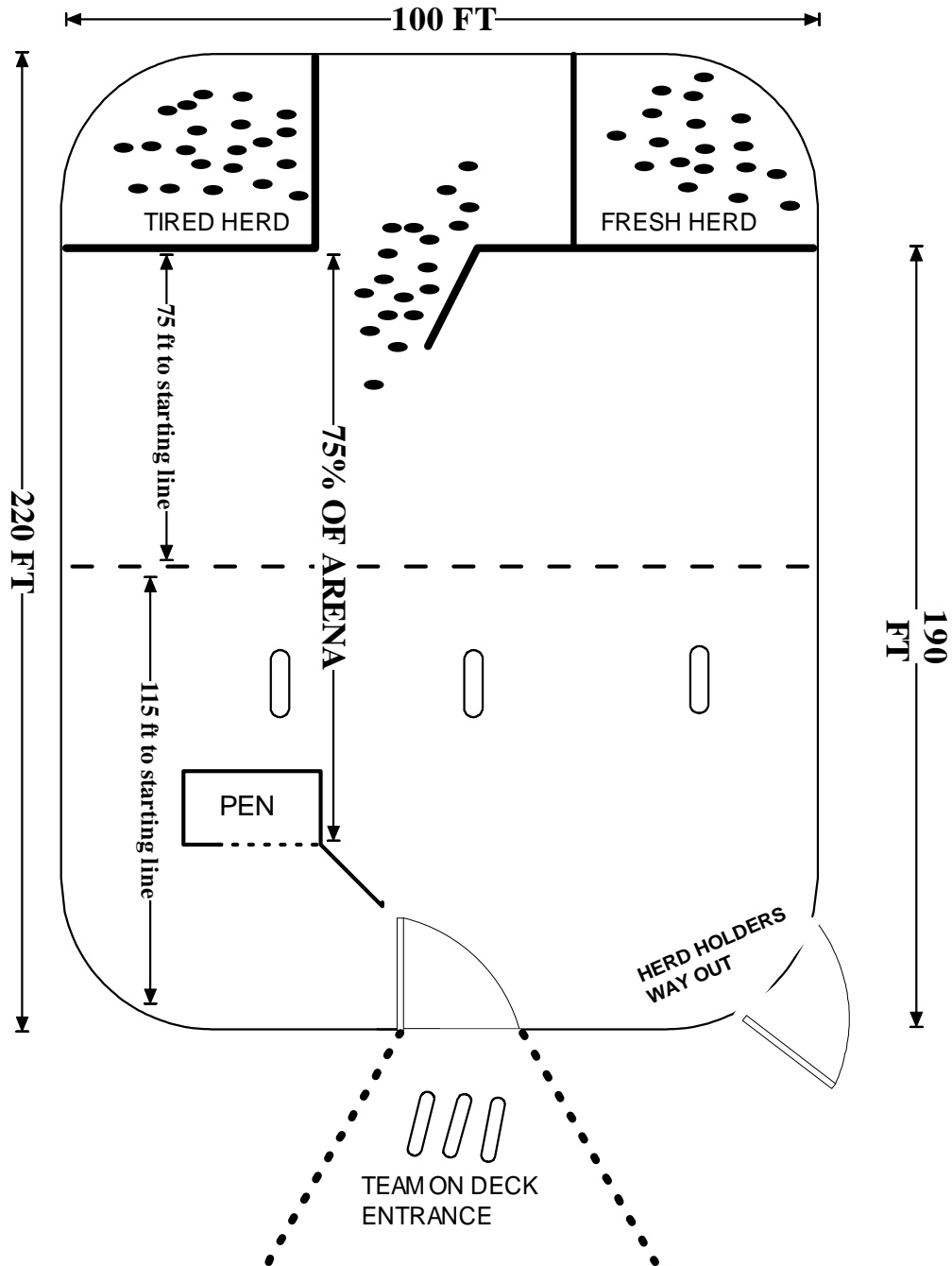
1. A team consists of 3 riders, each participant will be limited to 4 teams maximum

they can run on . When cross-entering a team must change out one rider. After a three-person team competes in any one go-round, if one person is unable to compete for any reason in subsequent go round(s), it is the option of the two remaining contestants to compete, if they so desire, but in no event may less than two persons compete. In the event the third rider of the team is not in the arena to begin the run when scheduled to do so, the third rider will be given a maximum of 30 seconds to enter the arena. After the 30 seconds has expired the judge will indicate to the remaining riders when the arena is ready and they must begin the run. If the third rider enters the arena after the flag has dropped to begin the run the team will be disqualified

2. The maximum time limit for **OPEN is 60** seconds and **AMATEUR is 75**. Within this time limit the team must separate from the herd and pen three head of cattle with the same assigned identity number. A courtesy warning will be given by a buzzer to the team at 30 seconds prior to the maximum time allowed.

3. There will be **21** head of cattle in the arena when a team competes, except in the event that injured or escaped animals have been removed and management has opted to complete runs in that particular herd. If this situation occurs and the number of that injured or escaped animal has not been previously used, that number will be deleted from the order of go. In the event more or less than three assigned cattle are discovered within the herd the team(s) in this situation will receive a rerun at the end of the herd on their previously assigned number. In the event a number is called twice in the same herd the second team drawing the duplicate number must rerun. Teams awarded a rerun for these reasons will not carry forward any penalties to their reruns. Times for all other teams on the herd will remain the same.

4. Herds of cattle will be changed every **SIX** runs regardless of no shows. When a complete herd escapes or is removed from the arena for any reason a new herd of cattle will replace them.
5. All cattle will be unified & settled (bunched) within the designated markers on the cattle side of the start line before time begins. The Official will raise the flag to signal when the arena is ready. **All team members are expected to move promptly into position to start and must proceed immediately if instructed to do so by the Official. The next team on the list must move in the on deck entrance shown on the pen diagram below and be ready to enter the arena when the gate open or will be disqualified for that run. Reason for this rule is to be able to run all the teams in as less time as possible.**



- An official may grant a short rest of not more than 30 seconds to a competitor with back to back runs. Time begins when the nose of the first rider's horse crosses the start line. The drop of the flag to start the run deems the team is committed to their cattle. Riders will be given their cattle number as they cross the start line. Teams delaying in entering the arena within a 30 second time limit between teams will be disqualified (unless waived for good cause) from

competing in that class for that day and will forfeit their entry fee. If a team is a no show the cattle number drawn for that run will be used for the next team so that the maximum number of teams (10) will compete in each herd. The Announcer shall announce, frequently, the competing team's assigned cattle number for the benefit of the competitors and spectators.

7. Once committed to the cattle, the team is completely responsible for their animals. If an animal leaves the arena either over or through a fence or gate the team can be disqualified for unnecessary roughness, given a time on their remaining cattle, or awarded a rerun at the Judge's discretion.
8. **A) AMATEUR DIVISION** If more than four (4) head of cattle are on the pen side of the cattle/start line at one time, the team will be disqualified. Cattle will be judged over the cattle/start line when all four feet are over the line. If more than one (1) unassigned cow crosses to the pen side of this line at any one time during a run, the team will be disqualified.
B) OPEN DIVISION will not be allowed a unassigned cow on the pen side of the line at anytime or will result in a disqualification.
9. Time may be called by any team member any time after one or more cattle have been penned. To call for time one team member's horse's nose must break the plane of the gate and that team member must raise a hand above their shoulder. The pen Judge's flag will drop when the first horse's nose breaks the plane and that rider calls for 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. A team may call for time at the pen in the event an unassigned animal (trash) is on the pen side of the line but time continues until the unassigned animal has been returned completely to the cattle side of the start line. In this situation the pen judge will drop the flag once the team has called for time and the line assistant will drop the flag to signify that the unassigned animal has been returned totally to the cattle side of the start line. Time stops upon the final flag being dropped. All riders must be mounted and on the pen side of the arena when time is called.
 - a) In the event an animal escapes from the pen by having one or more feet stepping outside the entrance of the pen after time has been called but prior to the time an unassigned animal is returned to the cattle side of the trash line, the team will be awarded time on the number of assigned cattle in the pen when the pen judge's flag is dropped. A team is not allowed to chase an assigned animal that escapes from the pen after the pen judge's flag has dropped.
 - b) A cow judged as penned must be completely in the pen. **(All 4 feet)**

- c) If at any time, all four (4) feet of an unassigned cow enters the pen, the team will be disqualified.
 - d) A rider will **not be disqualified** if his horse **totally enters the pen at any time**.
10. **Two herd holders will move penned cattle back to the herd following a run. The herd holders will ensure the herd is settled and unified between the markers. Herd holders must face the herd and control the herd in this position until the number is called. The herd holders are to exit along the outside edge of the arena immediately upon the number being called and not in front of the competing team and exit by the side gate shown on the pen diagram up above. Herd holders must not attempt to bury cattle or stir the herd. The function of the herd holder is to ensure the herd is settled and unified.**
11. Reruns and restarts will only be given for Mechanical Failure or Management Error. In the event a management error or mechanical failure is detected early in a run, the team will be given a restart. Restarts differ from reruns in that a restart is something that occurs within the first few seconds of a run that unfairly impedes the team competing. Several examples of restarts may be: failure for the announcer to inform the team of their assigned number in an appropriate time, duplicate numbers being announced, herd holder interference, failure of the time clock, or an animal bolting from the herd. Restarts will occur immediately and on the same assigned number. Reruns may be granted by the judge for mechanical failures or management errors that might occur during the run. The team must declare their intention to seek a rerun before leaving the arena through polite request to the pen judge. If a rerun is granted, it will be given at the end of the same set of cattle using the same numbered cattle. The team cannot better the time at which the mechanical failure or management error occurred to cause the rerun and penalty seconds may be given at the judge's discretion. The team may decline the rerun except in circumstances where a rerun must be taken due to duplicate numbers being used in the herd or more or less than three assigned cattle in a misnumbered herd. If not satisfied with the judge's decision, the team may appeal to an appointed rider rep. The rider rep. does not settle the dispute but is merely a spokesperson for the judge and riders. The herd is not to be released until the dispute is resolved.
- a) If a team observes an unfit, injured or unidentified animal before committing to the cattle, the team must notify the judge. Once committed to the cattle by crossing the start line the team is completely responsible for their animals. If a cow becomes incapacitated (injured, winded, lays down) the judge has the right to stop the run and the team will not be given a rerun as "luck of the draw" will apply. If an animal leaves the arena, either over or through a fence or gate, the team can either be disqualified for unnecessary roughness, given a time on their remaining cattle, or can be awarded a rerun depending on the

Judge's decision. If any extraneous animals such as dogs enter the arena, it will be the judge's decision whether or not to grant a rerun.

- b) Management should make sure all cattle are healthy, two-eyed and workable. Even so, an animal may occasionally be hurt during the contest, or a wild one may jump out. Exceptionally wild cattle should be eliminated before the contest. Injured cattle are to be removed immediately and management may decide to go on in that particular herd with less than 30 head of cattle in the herd.
12. Contact with or hazing cattle with hats, ropes, reins, bats, romals, or any other equipment or apparatus is a disqualification. Romals or reins may be popped on the rider's leg or saddle. A rider rattling the pen to encourage a non-assigned animal to leave the entrance of the pen shall result in disqualification.
 13. The fall of **a horse and/or rider** during a run will result in a **disqualification**.
 14. If, in the opinion of the **Judge, unnecessary roughness occurs, the Judge will stop** the run immediately at the point of the infraction. The team will be given a disqualification to be recorded as zero cattle in the maximum allotted time. The team(s) incurring a roughing penalty will finish in last place in the go in which the roughing penalty occurred. Unnecessary roughness which will result in disqualification includes but is not limited to:
 - a. Causing cattle to jump other cattle or making them leave the arena.
 - b. Excessive bumping, biting or stepping on the cattle by the horse.
 - c. Rider forces a cow to slam in to the arena fence.
 - d. Cattle bumping at the entrance to the pen.
 - e. Slamming cattle into the back panel of the pen.
 - f. Hitting cows broadside.
 - g. Knocking a cow down.

The **LWL OFFICIALS** reserves the right to review continued roughing by an individual and the right to assess a monetary penalty if necessary.

Unsportsmanlike conduct by a team and/or rider will result in disqualification. unsportsmanlike conduct is defined as abuse of one's horse or cattle, excessive use of foul language, intoxication in the arena or on the grounds or any other conduct felt to be detrimental to the sport of team penning. Abuse of one's horse may include but is not limited to excessive jerking, spurring, whipping, slapping or kicking, or riding a horse that is visibly lame, sick or emaciated.

The **LWL OFFICIALS** reserves the right to suspend any rider from competing for the balance of the day or the rest of the show.

15. Spotting of cattle is not allowed and if blatant spotting occurs, the competing team will be disqualified immediately. This rule is to be enforced by the arena director, officials, or Judge. Riders discovered using the aid of communication devices in detecting cattle will be awarded an unsportsmanlike conduct and will be disqualified from competition for the remainder of the show. The presiding judge or arena director is to notify the **LWL OFFICIALS** of the infraction and the rider will be **SUSPENDED** for the remainder of the show.
16. **Continuing to work cattle after the run has ended will result in a fine of \$30.00. This fine must be paid before the competitor can compete further.**
17. If horses are found to be unattended in the hitching ring, the announcer will announce the fact and the rider will be given 5 minutes to attend to the horse. If the horse is not attended to after the 5-minute warning, a fine of \$10.00 will be assessed. The fine must be paid before the competitor will be allowed to compete.
18. Decisions of the **Judge are final** and no disputes will be allowed. Penalties and reruns given by the Judge will be announced. Any rider who shows disrespect to a judge will be **disqualified for that day and all entry fees for the day will be forfeited.**