



# Class Rules

## Team Penning

### 1. OBJECTIVES OF TEAM PENNING

Within a 60-second time limit, a team consisting of 3 riders in the arena must cut out from the herd, and pen 3 head of cattle with the assigned number into the designated pen within the arena. The fastest time wins.

- A. Time Limit:** The event producer shall use a 60-second time limit for each class. A warning may be given to the team working cattle at 30 seconds of time remaining. When the number of teams meets the requirements for the next go-round, a cutoff time can be used based on the highest time available to progress to the next round.
- B. Spotting Cattle:** Spotting cattle in the herd for any team in the arena, by any person outside the arena, is prohibited. Any form or manner of assisting a team in the arena with finding the location of any of their assigned cattle on the herd side of the foul line, may, at the judge's discretion, subject the team in the arena to disqualification on any run. Any team disqualified by a judge for spotting will receive a no-time.

### 2. STARTING THE RUN

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." The next team has 30 seconds to enter the arena and cross the time line following the previous team's run. Upon the decision by the judges, the announcer will call the team a no-time unless waived for a good cause. No team member may enter the arena after the time has started.

### 3. CALLING FOR TIME

- A. To Call for Time:** At least one rider on team must raise a hand at the opening of the gate. The flag will drop when the nose of the first horse enters the pen, the assigned cattle are fully in the pen, and the rider calls for time. Time will continue until all un-penned cattle are back 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. Escaped Animal:** If an animal escapes as a team is calling for time, they will be judged a "no-time." An "Escaped animal" is one with any part of the animal coming out of the opening of the pen.
- C. Calling Time for Less Than 3 Head:** A team may call for time with only 1 or 2 assigned cattle penned. However, teams Penning 3 head place higher than 2 or 1, 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. For example: Times in 3 go-rounds beat times in 2 go-rounds; times in 2 go-rounds beat times in 1 go-round; and times in 1 go-round beat a "no-time."

#### 4. HAZING

Contact with cattle by hands, ropes, bats, or any other equipment, or hazing with any equipment or apparel will result in a "no-time."

#### 5. TOO MANY OR WRONG CATTLE – NO TRASH RULE

The no trash rule is in effect at all MNSCHA team penning events. This means that any wrong number cow that crosses the foul line will result in a "no-time."

#### 6. RE-RIDE SITUATIONS

- A. In the event a team is given a number that has already been used with a set of cattle, a rerun must be given IMMEDIATELY upon discovery, using the correct number within the same set. Teams receiving a re-ride will be able to start their time at zero. In case of other official or mechanical error, a re-ride will be given immediately using the same numbered cattle. A team cannot better their time on these re-rides.
- 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 an immediate re-ride depending on the judge's decision. A team cannot better their time on a re-ride.
- 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, no re-ride will be given. "Committed to the cattle" means that the team has crossed the foul line, the flag has been dropped to start the time on that run, and their cattle number has been called.
- D. As each team begins a run, the correct number of cattle being used by producer should be in the arena. In the event that a team draws a number with more or less than 3 identical numbers, only the team that is in the arena at the time the problem is discovered will receive a re-ride. After the herd is corrected, that team shall receive an immediate re-ride on their same numbered cattle and their time will start at zero. (Time for all other teams in such a mis-numbered herd will remain the same.)
- E. In the rare instance that a team rides out-of-order, their time and number of cattle will stand. No re-ride will be given for teams riding out of order. Once the problem is identified, the going forward teams will be correctly aligned, and in the case of Sorting, placed in the proper arena and follow the order as posted. All go's must be posted before the round starts.

#### 9. CATTLE ROTATION

- A. **Order of Herd Rotation:** An event producer will number each herd available for the Penning. The cattle will be rotated based on producer and judge's discretion throughout go-rounds and at the end of the first go and before the finals. Herds will be rotated in the same order for every class. The event producer has the option to adjust the number of cattle per set to equally divide teams among sets. All options shall be decided and announced before class begins and, if changes, throughout go-rounds.

**B. Go-Rounds & Percent Returning** All **MNSCHA** Sanctioned Events will have at least 2 go-rounds. Go rounds run in reverse order with Top 10. If 50 or less teams: 100% to first go, 50% to second go, Top 10 to finals. If 51-100 teams: 100% to first go, 40% to second go, top 10 to finals. If over 100 teams: 100% to first go, 30% to second go, top 10 to finals. All finals at any **MNSCHA** Sanctioned Event will have their running order determined by draw, either by mechanical draw or by manual draw.

#### 10. ROUGHING

Includes, but not limited to, unnecessary or aggressive contact, running over cattle with horses, stepping on cattle while in pursuit, running through the herd in such a manner that the cattle are knocked down, horses consistently biting the cattle and entering the pen with such force on the cattle causing them to collide with the back pen panels. A Judge's call for "roughing" will result in immediate disqualification of the team.

#### 11. ARENA LAYOUT

Ideal arena size for Team Penning is 90' x 180', although there shall be no mandatory arena size, recognizing that arena size may vary with each facility.\*

**A. Foul Line:** The foul line shall be between 30% and 35% of the arena length from the cattle end of the arena, and the foul line shall be determined and advertised as such by the event producer. The foul line may be extended by 5% for each 10' beyond 110' in width, to accommodate bigger, wider arenas.

**B. Pen Opening:** The entry gate to the pen shall be situated 25% of the distance from the arena back wall but shall not be less than 55 feet from the arena back wall.

\*See Diagram below

#### 12. Working Cattle On-Foot

Attempts to work cattle on-foot will be judged a "no-time."

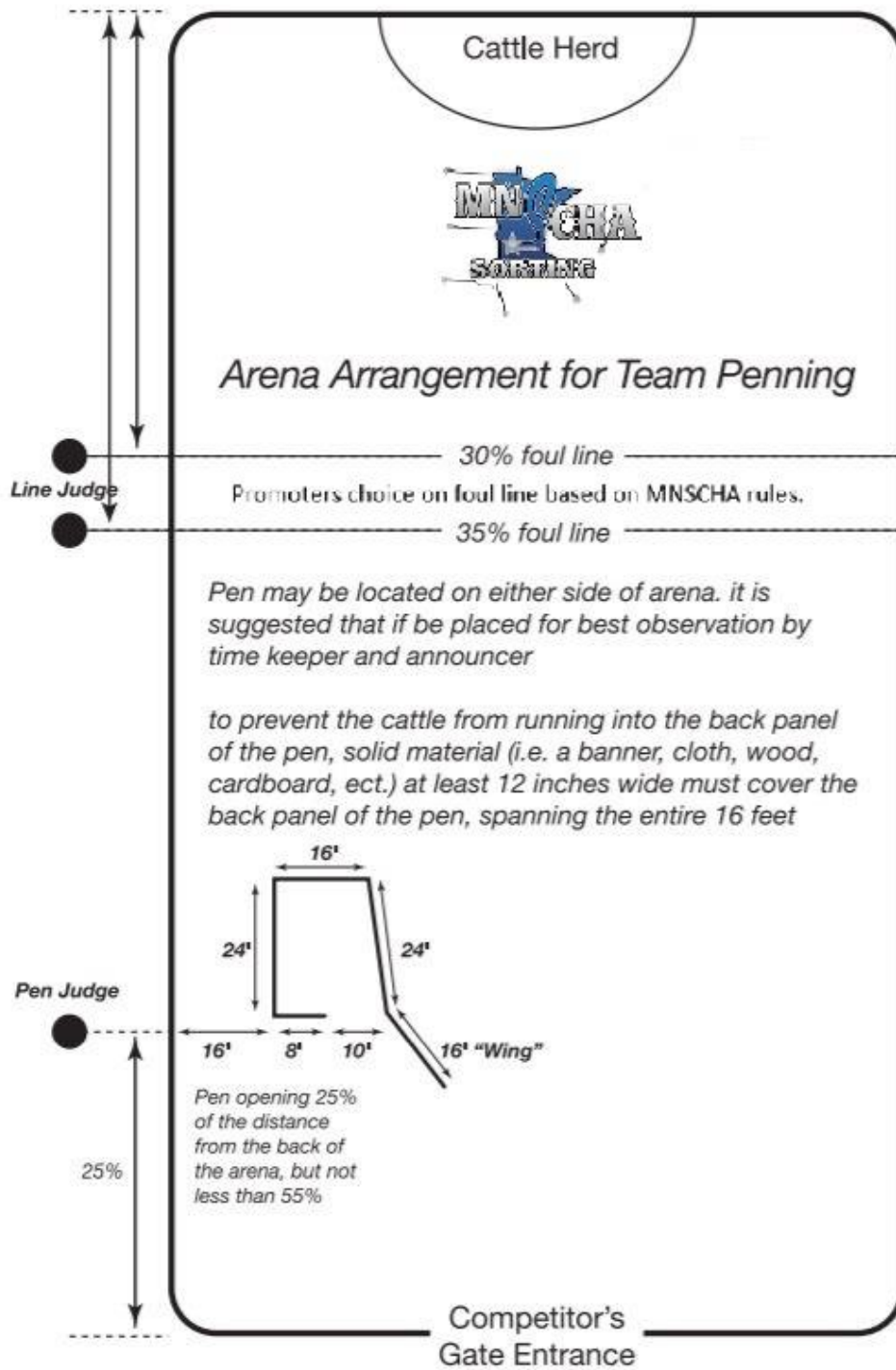
#### 13. DISPLAY CLOCK

All **MNSCHA** shows shall have a readable display clock. This will be the official time clock; electric eye will not be used to start time. In the event of extreme malfunction, MNSCHA Board representative may determine how and whether to proceed with the contest.

#### 14. SETTLING EACH HERD

Cattle must be settled in each corner of arena and taken through the pen before final settling behind the foul line.

15. ARENA ARRANGEMENT FOR TEAM PENNING SEE DIAGRAM.



Drafted 3/20/2018

Approved: dd/mm/yyyy