



SWTPA Team Penning Guidelines and Rules

What is Team Penning

Team penning is a western equine sport that is fast-paced and exciting. A team of three riders enters the arena on horseback, they have 60 seconds to separate three same-numbered cattle from a herd of 30, and put them into a pen at the opposite end of the arena. A run starts once the nose of the first horse crosses the start/foul line. At that time the judge will drop the flag and at that time, the announcer calls a randomly drawn number. At no time can you have more than three cows past the foul line. Teamwork is the key.

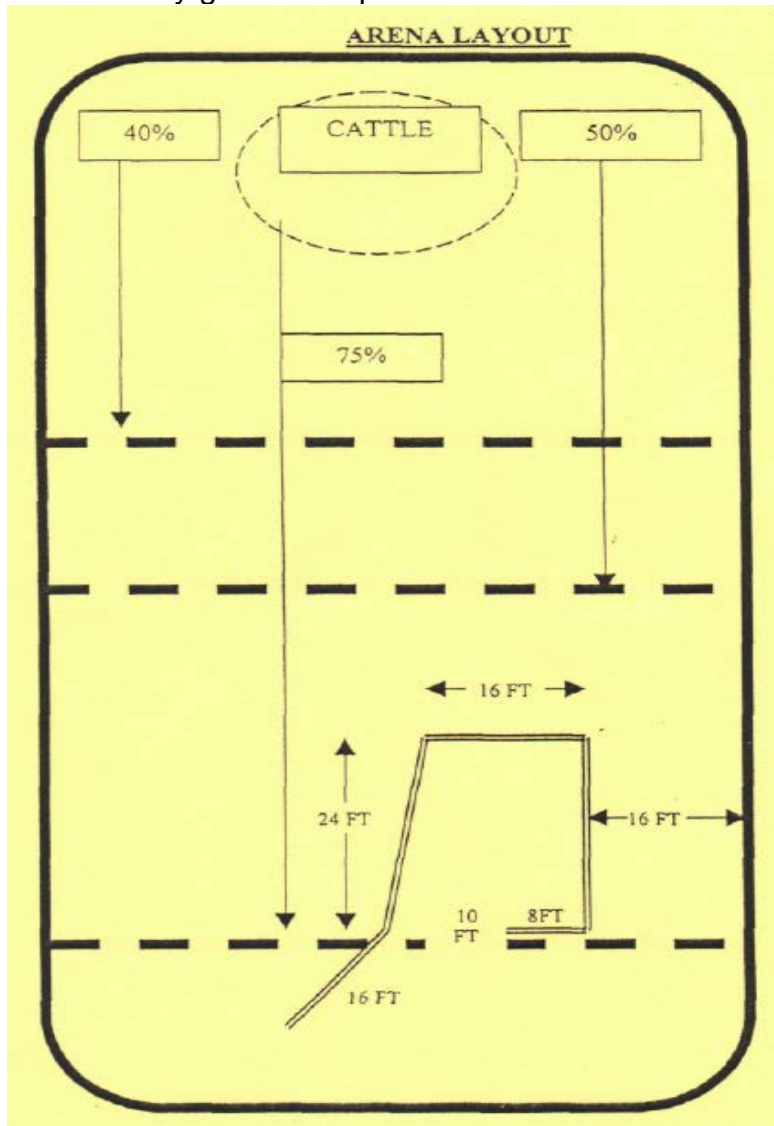
Settling of Cattle

Each arena and set of cattle is different and for that reason, each new herd must be familiarized with both sides of the arena and pen before the first team runs on a herd. Cattle should be settled in each corner of the arena and taken through the pen before final settling behind the foul line. The arena director and judge will work together to see that cattle are settled as long as needed to maintain fairness to the contestant and the well-being of the cattle.

- The cattle will be rotated at the end of every set of ten (10) teams during the first go and before the start of the final go. If there is an uneven number of teams to run on a herd, the arena director will advise the judge and must be announced before the division starts one of the following options:
 - Run 10 teams per herd and then the remaining teams that are less than ten on the final herd.
 - Divide the herds equally by the number of teams.
 - In extreme weather conditions and at the discretion of the arena director and/or judges, cattle may be changed with less than 10 teams running on them.
- All cattle must have SWTPA approved back numbers; neck numbers are not acceptable. All cattle will be bunched on the cattle side of the arena within the designated area before the time begins. Judges will designate the need to bunch cattle.

Arena Layout:

- Recognizing that arena size will vary with each facility, there will be no mandatory arena size. However, the “ideal” arena size for Team Penning is 100' x 200'
- Foul Line – The foul line will be between 40% and 50% of the arena length from the cattle end of the arena. The foul line may be extended by 5% for each 10' beyond 110' in width, to accommodate bigger. Wider arenas.
- The entry gate to the pen will be situated 75% of the distance from the cattle end.



Team Penning Classes:

- Books will open up at 7:00 a.m. Team Penning will start at 8:00 a.m.
 - There will be a limit of five (5) rides per penning division per person, with one ride being a mandatory draw.
 - ❖ Examples:
 - i. If you ride one pick team – you will be put into one mandatory draw team – making two (2) rides total.
 - ii. If you ride 4 pick teams – you will be put into one mandatory draw team – making your limit of five (5) rides.
 - iii. If you draw once – this will be considered as your one mandatory draw team – making one (1) ride total. You also have the option to draw in for all 5 rides.
 - iv. All members of a team must enter on the same entry form and be responsible for their own rides. Each person is responsible for his or her own entry, regardless of age.
- At no time can two identical teams ride together unless it is the result of the draw.
 1. The running order will be drawn by electronic or manually. Back-to-back rides may be unavoidable.
 2. The running order of each division will be announced by calling the team member names. That announcement will designate the numerical running order of the competition.
 3. When a team completes their run, it is the responsibility of the team members to group the cattle together for the next team and hold herd.

Standard Point System:

| Place | Points | Place | Points |
|-----------------|--------|------------------|--------|
| 1 st | 10 | 6 th | 5 |
| 2 nd | 9 | 7 th | 4 |
| 3 rd | 8 | 8 th | 3 |
| 4 th | 7 | 9 th | 2 |
| 5 th | 6 | 10 th | 1 |
| *Fast go | 1 | | |

- Fast go points are given in the penning classes, in 1st go.
- Must have a minimum of 21 teams to pay fast go which equals the entry fee for that fast go ride.

Payback: 50% - 45 or less teams & 60% - 46 or more teams

| <u># of Teams</u> | <u>Places Paid</u> | <u>% Paid</u> |
|-------------------|--------------------|----------------|
| 2 to 10 | 1 | 100 |
| 11 to 20 | 2 | 60,40 |
| 21 to 30 | 3 | 50,30,20 |
| 31 to 40 | 4 | 40,30,20,10 |
| 41 & over | 5 | 30,25,20,15,10 |

Payouts

- 50% - payback 45 or fewer Teams
- 60% - payback with 46 or more teams

Penning Classes - Start at 8 a.m.

- 60-second clock.
- All penning classes are progressive. You must pen to proceed.
- Final go will be up to 10 teams, 45 teams will bring back 15, 60 teams will bring back 20.
- 5 ride limit - must draw 1 or can draw all - change 1 rider rule applies on pick teams.
- If you have no pick teams you may draw 1 to 5 times.
- Must have a minimum of 21 teams to pay fast go in penning.
- SWTPA uses the 3-cow rule (no more than 3 cows across the line) in all classes.

Team Penning Rules:

- The object of Team Penning – The fastest time with the most cattle win. All runs are progressive – you must pen and have a qualified time to progress to the next go round.
- 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 riders will be given their cattle number instantly. Any delay in crossing the start/foul line can result in a no time.
- Cattle numbers will be drawn either manually or electronically.
- Too many cattle - If more than three 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 fourth animal that crosses the line, the team will be judged a 'no time'.

- Calling for time - One rider must stand at the opening of the gate and raise a hand for the flag. The flag will drop when the nose of the first horse enters the pen with the assigned cattle. The assigned cattle must be fully in the pen, when the rider calls for time. The team will receive a no time if the cows are entering the pen but are not fully in when they call for time. Time continues until all un-penned cattle are completely on the cattle side of the starting line. In the event that a cow 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'.
- Calling for time with wrong numbered cattle in the pen - A team calling for time with any wrong numbered cattle in the pen will be judged a 'no-time'.
- Calling for time with less than three head - 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.
- Teams moving to second go will beat teams in only one go regardless of the number of cattle penned or the time.
- Escaped cattle - If a cow escapes, as a team is calling for time, they will be judged a 'no-time'. An escaped cow is one with any part of the animal coming out of the opening of the pen
- Hazing - Contact with cattle by hands, feet, ropes, bats, or any other equipment, including but not limited to hazing with apparel or waving your hat in a manner to spook cattle will result in a 'no time'.
- Spotting cattle - Spotting cattle in the herd for any team in the arena, by any person outside the arena, is prohibited. Any form 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, will at the judge's discretion, subject the team in the arena to disqualification. Any team disqualified by a judge for spotting will receive a 'no-time'.
- Riders must be mounted when working cattle. Any attempt to work cattle on foot will be judged a 'no-time'.
- When a team completes their run, it is the responsibility of the team members to group the cattle together for the next team and hold herd.
- The next team entering the arena has 30 seconds to enter the arena and cross the start/foul line following the previous teams 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.
- All SWTPA sanctioned divisions are progressive. You must pen in each go round to advance to the next go round. The running order for the next go will be drawn either manually or electronically.
- Team Penning rules are not inclusive of all rules and regulations for SWTPA sanctioned shows. If a situation arises in which SWTPA does not have a rule, the SWTPA board will meet to discuss the issue.

All rules & guidelines contained within SWTPA handbook are subject to revision and/or updates. All announcements at the show supersede anything in previous writing.

Substitution of a rider

- In extreme instances, substitution of a rider after a team has made its original ride may be allowed at the discretion of the judge for compassionate reasons. The show secretary must be notified to ensure that monies are awarded to the appropriate rider in each go. Substitute riders must have available rides in order not to exceed the five-ride limit in that class.

Reasons for re-ride

- Should a herd be miss numbered or have too many or too few non-numbered cattle, only the team that is in the arena at the time the problem is identified will receive a re-ride. The re-ride will be a clean slate and will be done immediately.
- 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.
- 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.

Disputes/Protest

- If a team has a dispute pertaining to a run, before the team leaves the arena they must call for the Arena Director. The team will then immediately file the protest with the Arena Director, putting up a \$100 deposit for the final decision.
- The Arena Director will present said dispute and the \$100 deposit to the Judges. The Arena Director-in-Charge will immediately present the findings and reasons to the protesting parties. Protest results will be decided and announced after the last team but prior to that set of cattle exiting the arena. If sustained, the team will get its money back, if not the money will go to the Association.

WARNING

Under Texas Law (Chapter 87, Civil Practice and Remedies Code). An Equine Professional is NOT liable for any injury to or the death of a participant in Equine activities resulting from the inherent risks of Equine activities.

Any member suing, attempting to sue, or seeking monetary damages for any reason including but not limited to: expense or injury will have their membership revoked and be barred from SWTPA of Texas