

PENNING RULES

1. **Time Limit:** Within a 60 or 90 (Youth) –second time limit, a team (consisting of three riders on the first go round) must cut out from the herd and pen one or more head of cattle with the assigned (same) identity number to receive a time.
Start: All cattle will be bunched on the cattle side of the start line, at the central portion of the back wall before time begins. The flagger/judge will raise the flag to signal when the arena is ready. **Contestants must advance immediately:** Their penning number will be given when the judge drops his flag as the nose of the first horse crosses the starting line. Riders are committed once they enter the arena. Any delay will be a disqualification. When your team is called you have 60 seconds to be in the arena. Any delay shall be subject to disqualification.
2. **Calling for time:** Time will stop when the flag drops as the nose of the 1st horse breaks the plane of the gate and the rider calls for time by raising a hand. Time will continue until all unpenned cattle are on the cattle side of the starting line. In the event an animal escapes from the pen after time is called for, but prior to the time that any unpenned cattle are on the cattle side of the foul-line, the team will be a judged a ‘NO-TIME’. **Any unpenned cattle are considered dirty.**
3. **Too Many Cattle:** A team will be judged a ‘NO TIME’ if more than one wrong numbered cow crosses the Start/Foul line at any one time (**Two Trash Rule**). Crossing the Start/Foul line means any part of the cow breaks over the Start/Foul line.
4. **Calling for time when wrong cattle number:** A team calling for time with any wrong-numbered cattle in the pen will be a judged a ‘NO TIME’.
5. **Calling for time on less than 3:** A team may call for time with only one or two assigned cattle penned. However, a team penning three head of cattle places higher than two or one, regardless of time.
6. **Roughing:** A team exhibiting excessive roughness may be disqualified from the day’s event. **NO REFUNDS**
Roughing includes, but is not limited to (1) Jumping cattle or making them leave the arena. (2) Excessive bumping or stepping on the cattle by a horse. (3) Rider forces a cow to slam into the arena fence. (4) Hitting cows broadside. (5) Knocking a cow down.
7. **Cattle Contact:** Contact with cattle by hands, hats, ropes, bats, rommels, tapaderos or any other equipment is a disqualification. A team exhibiting any unnecessary roughness will be judged a ‘NO TIME’. **No hazing with whips, hands, hats or ropes will be allowed.** Rommels or reins may be popped on the horse or chaps. Excessive abuse to a riders horse by rommels ,reins, ropes, bats, whips or any other apparatus, profanity in the arena shall be subject to a 15 second penalty at the judges discretion. **Abusive language to the judge, timers, announcer, spectators or flagman will be automatic disqualification.**
8. **Re-Rides:**
 - a. **Duplicate number:** In the event a team is given a number that has already been used within a given herd, a rerun must be given immediately using the correct number within that same herd. Should the error be discovered after the herd has been removed from the arena, then the rerun will be given at the end of the total go-round using the same herd, **Teams receiving a re-run will be able to start their time at zero.**
 - b. **Misnumbered cattle:** As each new team begins a run there should be 15 to 30 head of cattle in the arena. In the event that a team draws a number where more or less than three identical numbers are in the arena (at the time of their run), that team must have a re-run at the end of that same set of cattle, on their same numbered cattle. (Times for all other teams within such a mis-numbered herd will remain the same on that same numbered cattle).
 - c. **Escaping animal:** If an animal leaves the arena, either over or through a wall barrier, the team can either be disqualified for unnecessary roughness, can be given a time on their remaining cattle, or be given a re-run, depending on the judge’s decision. If a rerun is given, it must be given at the end of the herd. If more than one rerun is give in any go round, they will be given in order of occurrence. **A TEAM CANNOT BETTER THEIR TIME ON A RE-RIDE.,and penalty seconds may be given at the judges discretion.**
 - d. **Commitment to cattle.** Once committed to the cattle, the team is completely responsible for its animals. It is the judges decision if, in his/her opinion, there is an injured (lame or crippled) or unsuitable animal in the numbered cattle, that the animal is pulled and the team given a new animal
Anytime within that ride, a rider may point out a lame or crippled animal to the judge. The judge may then call for a rerun or tell the team to continue. The judge may call a rerun if he sees a lame or crippled animal

during the time. A TEAM CANNOT BETTER THEIR TIME ON A RE-RIDE, and penalty seconds may be given at the judges discretion.

e. Mechanical Error: In the event of mechanical or official error, the participating team shall get a reride at the end of that set of cattle, with the same numbered cattle. A Team cannot better their time on a re-ride.

f. Animate or inanimate object. If any animate or inanimate object interferes with the running of a team, they will receive a rerun on the judges decision. A team cannot better their time on a re-ride.

9. **Substitutions/Sympathy Rule:** Substitutions will be allowed at the board's discretion after a team has their first run if an injury occurs at the penning event. Negligence or inappropriate behavior will be excluded. If substitution is not allowed, the remaining team members may elect to finished the penning. In case of injury to a rider, a substitute will be allowed on teams that **have not** ridden in the class. All riders must meet eligibility requirements. All riders unable to ride on that team will not receive points for that go or average points.
10. **Team scratched:** If for any reason a team does not show after the order of go has been drawn, their cattle number will be drawn to avoid changing the order of the go for the other contestants
11. **No penning on foot:** A team must consist of three riders on the first go. If a rider dismounts, falls off, or a horse falls, the time continues. If he is obviously injured or the horse is injured the judge or a team member can stop the penning and a no-time is called. The rider on the ground may catch his horse and continue to pen or can stand on the sideline while the other two team members pen. **He may not pen on foot.** No time will also be called if a non-team member interferes with the loose horse.
12. **Spotting of cattle:** No spotting* of cattle will be allowed from the sidelines. A 15 second penalty can be accrued by the team penning at the judges discretion. * **Spotting** is locating cattle in the herd.
13. **Judges decision final: DECISIONS OF THE JUDGES/FLAGGERS ARE FINAL.** Re-ride Decisions must be made by both judges/flaggers and Arena director
14. **Grievance:** No Grievances are allowed without the proper procedures. They are as follows:
a. Riders must not discuss problem with judges/.flagger or Arena Director, however, before leaving the arena the team must notify the flagger/judge that the team is reserving the right to file a grievance.
b. Before the next two teams have completed their runs the team must file a \$50.00 grievance deposit with the Arena Director. At that time, a meeting of the grievance committee members and the particular team will be immediately convened to hear and rule on the grievance. Grievance committee shall consist of the Arena Director, one rules committee member and one board member, to be selected prior to each penning.
1. If the grievance is approved, the particular ruling will take place including logging a time, issuing a re-ride, etc. and the deposit will be returned.
2. If the grievance is not allowed, the deposit is forfeited and will be deposited in the general fund of the sanctioning body(s).
15. **Rider Classification**
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| OPEN | #5 | #6 |
| AMATEUR | #3 | #4 |
| NOVICE | #1 | #2 |
- YOUTH: 16 OR UNDER AS OF JAN 1 OF CURRENT YEAR**
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|----------------|-------------------|---------|
| OPEN CLASS: | 4 RIDES 50 % BACK | 60 SEC. |
| AMATEUR CLASS: | 4 RIDES 50% BACK | 60 SEC. |
| NOVICE CLASS: | 3 RIDES 2 GOES | 75 SEC. |
- (The Novice class is a minimum of Pick One Team and Draw One Team)**
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| P.A.N. CLASS | 4 RIDES 50%BACK | 60 SEC. |
| YOUTH CLASS: | 2 RIDES 2GOES | 90 SEC. |
- Youth will have a Open or Amateur rider drawn to ride with them. These riders will not be parents of any youth riders. Adult rider will help the youth learn finer techniques of penning. Adults will not be allowed to pull cattle out of the herd or call for time in the pen.**
- GREEN NOVICE DRAWPOT-** This class will ride in conjunction with the novice class. To enter you must:
- 1) not have more than one year experience at penning &/or sorting,
 - 2) not have earned more than \$250 as of the beginning of the current penning year,
 - 3) three ride limit,
 - 4) 75 sec time limit.

Rating committee will observe riders to make sure there isn't an over qualified person in the class.

- 15a. PAN Class:** (You do not have to ride in another Division to ride in the PAN)
 1 Open – 1 Amateur – 1 Novice.
 1 Open - 2 Novice
 1 Amateur - 2 Novice
 2 Amateurs - 1 Novice
 3 Novices
- 15b LIMITED:** Limited Open class will be #4's or lower, or can have one #5 with the other two as #4's or lower ratings. Limited Amateur class will be #2 or lower, or can have one #3 with the other two as #2's or lower ratings.
- 15c You must pen at 75% of the YVTPC Pennings to qualify for year-end awards.**
- 16. ENTRIES** There will be no substitutions, changes or additional teams added to a class after the first go of the prior class. For example: after the first go of the open class has finished, the books will be closed for the Amateur class. EXCEPTION; The books for the open class will close ten minutes before the open class begins. Refer to Rule #9. Closing to be announced.
- 17. YOUTH No minor under 13 years shall be allowed to Practice or participate in any YVTPC competition unless wearing a riding helmet**
- 17. Riding Apparel:** All contestants must wear shirt with , sleeves Pants, western boots with a heel. A \$20.00 fine will be assessed for each non-conforming ride.
- 19. Ineligible Rides** Any rider who rides on more teams than allowed in any one class at a penning shall forfeit all monies, buckles, and/or awards and points for that class at that penning. Any rider found to have ridden down in class (Example:- Open Rider in Amateur class) shall forfeit all monies and awards accumulated while participating in the mis-represented class or classes. The team or teams said rider mis-represented self on shall also forfeit any and all monies, awards and points.
- 20. PETS. No dogs will be allowed in the arena at any time. All dogs must be on a leash or in vehicles.**
- 21. Sportsmanlike Conduct:** This rule provides more specific guidelines that is covered in our BYLAWS 3.9 Unsportsmanlike conduct by anyone on the arena grounds during the schedule penning event weekend will not be tolerated. Examples of activities and behavior that shall be considered unsportsmanlike are listed below:
1. Any person who threatens, approaches another person in a threatening manner or actually inflicts injury to another person;
 2. Any public display of outrage that could tarnish the image of YVTPC;
- Any unsportsmanlike conduct in the arena will be determined by the Flaggers, which could result in an immediate disqualification.*
- Overall, during the scheduled penning, Any Event Director shall determine a violation of the rules here in. The YVTPC Board of Directors will convene at the earliest time allowed and vote for what action, if any action is required at that time, i.e. the immediate removal of the offending individual from the premises etc.. At the next scheduled board meeting, the YVTPC Board of Directors will then determine the severity of the disciplinary action, and in accordance with the BYLAWS 3.9, take the appropriate action (i.e. fines can be assessed, or being suspended from a certain number of pennings etc.), which may be taken including, but not limited to possible expulsion from the club.*
- 21a. Sportsmanlike Conduct in the abuse of Horses:** Any act of abuse or an attempt to abuse any horse will not be tolerated: for example not limited to,;
- Excessive jerking, spurring, whipping, slapping or kicking while on the ground, or any other act with the intent to cause trauma to the horse;
 - Slapping or hitting a horse in the head with hands or any other object etc.