

VPA – TIE BREAKER RULES

Valley Penning Association © 2009

PENNING SCORING

Total Goes – Total Cattle – Total Time

SORTING SCORING

Total Cattle – Total Goes – Total Time

Individual Ties (Series):

“Each individual will select one of the teams that he/she rode with during the competition that resulted in the tie and compete in a regulation go to break the tie.”

If the tied individuals did not ride on separate teams – each individual will select two teammates from the division in which the tie occurred and compete in a regulation go to break their tie. Teammates may ride on multiple teams if asked by the tied individuals.

Team Ties (Play Day or One Day Events):

“A regulation go will determine the winning team in all team ties. Teams with a ‘no time’ (without a score) are not considered tied, hence the tie breaking rules will not apply. However, if teams competing in a ‘clean slate’ or ‘sudden death’ finals score a ‘no time,’ they shall be placed based upon the scores qualifying them for the finals. Ties based upon the qualifying scores will be settled by a draw or flip of the coin.”

Teams tied for 5th place in determining the teams to compete in the “top 5” finals will compete in a full go to break the tie. However, teams must have a score (even if in one go) to be eligible to compete in the finals.

SORTING – PRESIDENT’S OPTION:

If it is necessary to save the cattle or to save time – The President may choose to break ties by limiting the contest to the fastest time on three (3) or five (5) cattle.