

Team Penning Rules

1. Within a 90-second time limit, a team must cut out from the herd and pen all three head of cattle with the same assigned identity number. The fastest time wins. All penalties will be added to the team's time, hence the team's official time could exceed the 90-second time limit.
2. A team may call for time with only one or two assigned cattle penned. However, teams penning three head of cattle place higher than two, and two higher than one, regardless of the time. In multiple go-round contests, teams that pen in each go-round will beat teams that fail to pen in a go-round, regardless of the combined number of cattle penned, the combined time or the go-round in which a no time occurred. Multiple go-round contests shall be scored by combining the scores in all of the go-rounds and the placing shall be determined, first by the number of goes with a score, second by the number of cattle penned and third by the combined time.
3. All cattle will be bunched on the cattle side of the starting line before time begins. The line flagger will raise the flag to signal the arena is ready. Contestants will be given their cattle penning (assigned) number when the line flagger drops the flag as the nose of the first horse crosses the starting line. Riders are committed once they enter the arena. Any delay is disqualification.
4. Once committed to the cattle and time has begun, the team may only be called back by the flagger/announcer in the event an incorrect number was announced or a failure to start the time correctly occurs. In the event a team is given a number that has been used within a set of cattle, a rerun must be given (and any previous score disregarded) immediately upon discovery, using the correct number with the same set of cattle. Teams receiving a rerun due to an incorrect number or a failure to properly start the time, will start their time at zero. If the herd in question has left the arena, the current working herd will be completed, and then the herd to be used for the re-ride for the incorrect number will be brought into the arena.
5. To call for time, one or more riders must stand in the gate and raise a hand for the flag. The flag will drop when the nose of the first horse enters the gate and the rider calls for time. However, if the nose of said horse enters the gate prior to any portion of the penned cow (except the tail), the flag will be dropped when the last cow in question is completely in the pen or has completely escaped from the pen. Further, time continues until all un-penned cattle (including cattle with the assigned number) are on the cattle side of the starting line. In the event that an animal escapes from the pen after time has been called, but prior to the time that all un-penned cattle are on the cattle side of the starting line, the team will be given a No-time. If any horse is completely in the pen after time has been called, the team will be given a ten (10) second penalty.
6. As each new team begins a run, there must be thirty head of cattle in the arena. In the event that more or less than thirty identical numbers are discovered within a herd, the teams with more or less than thirty identical numbers must have a rerun at the end of the same herd, using the same numbered cattle as originally assigned. Also, if it is discovered that there are more or less than thirty head of cattle within a herd, only those teams affected with too many or too few identical numbered cattle must be given a rerun. Times for all other teams within such a miss-numbered herd will remain the same.
7. A team calling for time with any wrong numbered cattle in the pen will be given a No-time.
8. Contact with cattle by hands, hat, rope, bat, rommel, or any other equipment is a disqualification. No hazing with whips, hats, or ropes is allowed. Falling hats must immediately be dropped or placed back on head to avoid disqualification for hazing. Rommels or reins may be popped on horse or chaps.
9. Once committed to the cattle, the team is completely responsible for their animals. It is the team's responsibility before working each of their three (3) assigned cattle, to pull up and call for the flaggers' decision if, in the team's opinion, there is an injured or unusable animal in their assigned cattle. Once the animal is worked, no excuses are accepted. The flaggers will either give the team

a No-time for failing to pen their cattle, or a rerun if in the flaggers' opinion, the animal in question is either injured or unusable. If a rerun is given, it will be after the animal in question has been replaced, at the end of the herd and with the same numbered cattle.

10. If an animal with the assigned number leaves the arena, either over or through the fence, either flagger will immediately signal for time to stop and the team will be disqualified for unnecessary roughness or be given a rerun depending on the flaggers' decision as to why the animal left the arena. In the event of a rerun, the team cannot better the time at the point of the incident (when the flagger stopped the clock). Seconds may be given or taken away, if in the opinion of the flaggers, time was not stopped accurately. All reruns will be made at the end of the herd in which the incident occurred, on the same numbered cattle. If more than one rerun is given in any herd, they will be taken in the order of occurrence.
11. A team will be disqualified by a flagger for any action he feels to be unnecessary roughness to the cattle, or unsportsmanlike conduct. This includes, but is not limited to, running over cattle with a horse, stepping on cattle while in pursuit, running through the herd in such manner that the cattle are knocked down, and entering the pen with such force on the cattle causing them to collide with the pen panels.
12. If more than four head of cattle are across the starting line at the same time, the team will be given No-time.
13. If a team member becomes un-mounted, and influences cattle in any manner, the team will be given a No-time.
14. If for any reason a team does not show after the order of a go-round has been announced, their cattle number will be drawn to avoid changing the order of the go-round for the other contestants.
15. The VPA dress code (refer to General Rules) is mandatory in all VPA contests involving prizes unless otherwise announced by the President or officials.
16. In case of a dispute, a flagger must be notified of the protest immediately prior to the next team's ride. Both flaggers should be involved in the decision; they may consult VPA's written rules, the Rules Committee Chair or the Club President prior to issuing a ruling.
17. If there is a tie, the official will refer to the tie breaking rules in effect and announce the method to break the tie.
18. Decisions of the flagger are final in all matters. However, the flaggers must consult the President or Rules Committee Chair prior to modifying any rule.
19. In situations not covered by VPA rules, WCTPA rules will be used if appropriate.