

# **SANTA YNEZ VALLEY PENNING ASSOCIATION (VPA)**

## **GENERAL RULES**

(Reviewed, Revised and Approved November 1, 2018)

### **A. MEMBERSHIP DUES**

1. Annual dues must be submitted no later than February 15<sup>th</sup> – reservation will not be accepted until membership is paid in full. Dues must be paid prior to competing and will not be prorated. Dues may be revised annually. You must be a member to participate in any and all VPA events.

- a. Annual Member - \$100.00 for first year — \$50.00 for renewal
- b. Parent or Guardian with Junior (16 or under) Member - \$105.00 for first year — \$55.00 for renewal
- c. A Liability Release or waiver must be signed every year by each member or non-member prior to riding on a horse in or around the arena.
- d. A Ratings Application must be completed by each new member.
- e. Two party checks not accepted. Members must reimburse the club for additional bank charges. In the event of two (2) bad checks, the member will pay cash for all future events that year and no awards will be given until all bad checks and penalties are made good.

2. A member who wishes to re-join after an absence is not required to pay the initial fee. If a new member joins at the last event prior to December 31, the initial membership dues will cover that event and the following year's dues.

### **B. REFUNDS**

- 1. Once a team is entered, each individual is responsible for paying entry fees.
  - a. Individual refunds may be considered in unforeseen/emergency circumstances.
    - i.e.: Horse/rider injured/sick and unable to compete.
  - b. The Board reserves the right to assess cattle fees for refunds.

### **C. MEMBERSHIP DIVISIONS / TEAMS**

1. There are four (4) rated divisions for VPA. Each team is composed of three (3) people. Divisions are defined as follows:

- a. Open (advanced)
- b. Limited (moderate experience)
- c. Novice (beginner)
- d. Mixed - A mixed team must include at least one novice and may have no more than one open rider.

#### **Examples Include:**

- 1 Open, 1 Limited, 1 Novice, or;

- 1 Open and 2 Novices, or;
  - 2 Limited and 1 Novice
  - 1 Limited and 2 Novices
  - 1 Open and 2 Novices
2. Each rider may compete on no more than two (2) teams per division:
    - a. A rider may ride up on a division team. i.e.; novice to open or limited or limited to open.
    - b. Teams must change two (2) partners per team. \*\*\*Exception currently (2018) Novice riders may keep one teammate.
    - c. Each member is limited to no more than three (3) teams per event. This can be either two (2) divisional and one (1) mixed, or two (2) mixed and one (1) divisional. However, the Board reserves the right to change number of teams at any point in time.
  3. One member of each team is responsible for emailing (no calling) teams to the VPA reservations email address no later than 5:00 PM, Wednesday prior to the event. The Cattle Committee is responsible for the confirmation of the number of cattle available for the proposed event. This will determine if any limits will be placed on the number of teams. The Reservations Chair will cut off entries when that limit has been reached; every effort will be made to accommodate club members.
  4. If a rider cancels, the team may select a replacement rider. The selected replacement rider is responsible for that entry fee. The selected person must be eligible to compete with that team.
    - a. If a team chooses to draw a partner, the member drawn will not be responsible for entry fees.
    - b. If a person is drawn to replace a member, then the replacement rider may exceed the maximum allowed teams.
  5. Assignment of team division will be determined by the highest rated member (except mixed teams). A team may elect to ride in a higher division.

D. RATINGS

1. Ratings of members will be reviewed annually by the Ratings Committee. During the year, the Rating Committee will monitor and evaluate members, based on riding skill and experience, to determine possible advancement. At the conclusion of the penning/sorting year, and prior to the November Board meeting, the committee will meet to review eligibility for advancement. The Board of Directors will vote based upon the Rating Committee's recommendations.
  - a. A member may protest a rating change in writing or in person at the December Board meeting.
  - b. Under special circumstances, a member may request to be considered

to move down a division; however, the board will have final decision by vote.

- c. A rider may choose to ride up in any division. Series points will be awarded in division ridden. A mixed team will be created by the member's rating.
- d. The rider is evaluated, not the horse. A rider's horse capabilities will not be considered for a rating.

E. GENERAL CONDUCT

1. Children shall be under adult supervision at all times:
  - a. Children are not allowed on foot in the arena or cattle pens. They may be allowed while on horseback if participating in an event or clinic.
  - b. Small children shall not be placed on horses, either supervised or not, while at an event.
2. No dogs allowed off-leash during an event, no exceptions. All dogs shall be confined during any cattle movement. Dogs shall be on a leash while at a VPA event.
3. No alcoholic beverages allowed while in the arena and/or while cattle are being processed or moved.
4. No stallions allowed.
5. No re-rides due to tack malfunction.
6. No roughing of cattle. i.e.: running cattle to exhaustion, running cattle into fences, and/or hazing of cattle. The flagger will have ultimate call on roughing with consequences of penalty of no time.
  - Hazing: may be considered as hat waving, using any object such as rope or romel to hit the cow. Ropes must be affixed to saddle.
7. If a team, or part of a team, is not ready at the gate for their go, the announcer will call three (3) times in ninety (90) seconds for the team to report. If the whole team does not respond, the team will be scratched. If part of the team arrives, they may compete at their discretion. Once the flag is raised, late riders may not enter the arena.
8. The Board of Directors reserves the right to remove and/or disqualify any horse displaying any dangerous traits or behaviors such as kicking, biting, bucking, or for soundness issues.
9. The Board of Directors reserves the right to remove and/or disqualify any rider displaying unsportsmanlike conduct to include, but not limited to, vulgar language, abusive treatment of horses, cattle, teammates, event officials, or any

such behavior that brings discredit to VPA.

F. CHALLENGES

1. Members may challenge a penalty or decision, however, the protest must be lodged with the officials prior to leaving the arena.

G. ATTIRE

1. Western attire is defined as long pants, western style short or long sleeve shirt, boots and cowboy hat or helmet.
  - a. Chinks or chaps are optional
  - b. Upon Presidents determination, hat rule may be waived in certain weather conditions.
  - c. Helmets are strongly recommended for children under 16.

H. BOARD OF DIRECTORS:

1. The Board of Directors currently consists of no less than ten (10) members in good standing, elected by the membership for two (2) year terms. The Board of Directors includes four (4) officers and six (6) directors at large:

Officers:

President

Vice-President

Secretary

Treasurer

2. Each Director may chair a committee.
3. Current VPA committee chair positions and responsibilities:
  - a. **Arena** - Preparation and maintenance of arena and shall coordinate with Cattle Director(s). May be responsible for selecting and supervising herd settlers with approval from Cattle Director(s).
  - b. **Awards** - Responsible for selecting and purchasing all awards which can include, but not limited to, buckles and/or other prizes for special events.
  - c. **Cattle** - Responsible for the procurement of cattle to include, but not limited to: handling and numbering prior to and during all VPA events, coordinate with cattle provider, review and manage cattle contract, settling, and any other aspects of the management of cattle.
  - d. **Clinics** - Responsible for research and scheduling any clinics or training sessions that may benefit the members of the association.

- e. **Database** – Responsible for keeping statistics for each individual member's performance at every event. This data is published each year and is included in the newsletters. The data is used to determine the Willy Chamberlin Rider of the Year.
- f. **Membership** – Responsible for maintaining the membership database including names, current addresses, phone numbers and email addresses for each member as well as current dues status. This database is up-dated yearly and distributed to all Board members. Contact information is sent out periodically to members via an eBlast.
- g. **Newsletter** - The chair of the Newsletter Committee shall periodically publish (or eblast) a newsletter which may include articles pertaining to horsemanship, event results, member biographies, membership rosters, advertisements and any other topics of interest to the members.
- h. **Ratings** - Responsible for reviewing and recommending members to the Board, determine level of overall knowledge, skills and experience for Division placement. The Board of Directors will make final decision.
- i. **Reservations** - Responsible for taking reservations for all events. This involves receiving and responding to entries submitted. The Chair of this Committee must evaluate the entries for each event to be certain that all teams are entered correctly and that no rider is on more than the allotted number of teams (per division).
- j. **Rules** - Responsible for managing and updating General Rules each year.
- k. **Social** – Responsible for all activities and events VPA hosts or participates in, including, but not limited to: parades, annual parties, etc.; coordinates caterers, decorations, parade entries, etc.

### **Team Penning Rules**

(Reviewed and Revised July 2018) dgs/cl

- 1. Time limit is 90 seconds.
- 2. Three (3) head of cattle with the same number must be cut out of a herd and placed in the pen.
  - a. Example: A team penning three cattle in 88 seconds may have a 10 second penalty, thereby getting a 98 second time.
- 3. A team may pen and call time with only one (1) or two (2) head, however; teams that pen three (3) head will place higher in score.

4. Multiple Go-Round Pennings:

This penning is more than one run (go-round). A team that pens in each go-round will beat a team that fails 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.

a. Go-round scores shall be determined by combining the scores in a go-rounds by the following method:

1. Number of goes with a time
2. Number of cattle penned
3. Combined time

5. Cattle will be settled in the center, against the back wall prior to start. The Flagger will raise the flag when he/she feels the cattle are ready:

- a. When the flag is raised, the riders may move towards the herd.
- b. Time starts when the nose of a horse passes over the start line and the flag is dropped, at which time the announcer will call out the number to be penned.
- c. Contestants are committed once they enter the arena. Any delay could result in disqualification.

6. Once committed to the cattle and time has started, a team may only be called back by the flagger/announcer in the event of an incorrect number called or a failure to start the time correctly.

- a. In the event a team is given an incorrect/used number, the team will be given a re-run; any score cancelled immediately upon discovery, using the correct number with the same set of cattle.
- b. 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.

7. After penning the correct cattle, 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.

- a. Time will continue 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.

- b. As each new team begins a run, there must be thirty (30) head of cattle in the arena. In the event that more or less than three identical numbers are discovered within a herd, the teams with more or less than three 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. 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, romel, 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. Romels 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.
  - a. The flagger 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.
  - b. If an animal with the assigned number leaves the arena, either over or through a fence, the 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 flagger's 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 flagger, 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.
10. A team will be disqualified by a flagger for any action determined to be unnecessary roughness to the cattle, or unsportsmanlike conduct. This include; 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.

11. If more than four head of cattle are across the starting line at the same time, the team will be given no-time.
12. If a team member becomes un-mounted, and deliberately influences cattle in any manner, the team will be given a no-time.
13. 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.
14. In case of a dispute, an official must be notified of the protest immediately prior to the next team's ride. The official may consult VPA's written rules, the Rules Committee Chair or the Club President prior to issuing a ruling.
15. If there is a tie, the official will refer to the tie breaking rules in effect and announce the method to break the tie.

### **Team Sorting Rules**

(Reviewed and Revised July 2018) dgs/cl

1. Time limit is 90 seconds.
2. A team must sort out, in numerical order, ten (10) head of cattle. The team with the most cattle in the fastest time wins.
3. In a multiple go-round event, placing will be by the total number of cattle sorted in all go-rounds first, then the number of go-rounds in which cattle were sorted, and finally by the total time in all go-rounds.
4. The arena is separated into two (2) designated areas, sorting pen and catch pen, separated by a start/finish line. If panels are used to narrow the opening, the start/finish line is limited to the opening created by the panels.
  - All cattle will be settled in sorting area.
  - The catch pen will hold or contain the cattle after they are sorted.
5. All cattle will be bunched in sorting pen before time begins. The flagger will raise the flag to signal the arena is ready. Contestants will be given their starting (assigned) number after the nose of the first horse crosses the starting line and the flagger drops the flag. Riders are committed once they enter the arena. Any delay is a disqualification.
6. 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. However, once the team has successfully sorted the first cow, the team will not be called back if an incorrect number was announced.

7. Starting with the number given by the announcer, the team will cut and sort numerically, each cow across the line into the catch pen. More than one cow may cross the line at the same time, as long as they proceed numerically, e.g., the nose of #5 must cross the line before the nose of #6. The complete animal (excluding the tail) must be across the start/finish line to be counted. If #5 starts across the line and stops and stands on the line without completely crossing into catch pen and #6, #7 (etc.) completely cross the line in the proper order, play continues but the cow standing on the line (#5) and the subsequent cattle do not count until #5 is completely across the line. A No-time will be given if #5 returns completely into sorting pen before crossing completely into catch pen. However, time continues if the cow with the correct number partially crosses the line, returning completely into area sorting pen and no other cattle have otherwise improperly crossed the line.
8. Time starts when the nose of the first horse crosses the start line and the flagger drops the flag.
9. Time stops when the last cow completely (excluding the tail) crosses the line into catch pen or when time has expired.
10. A No-time will be given should a cow cross the line in the wrong numerical order, or if any portion of a wrong numbered cow crosses the starting line.
11. A no-time will be given if any portion of a cow that has been completely sorted into catch pen goes back into sorting pen.
12. Contact with cattle by hands, hat, rope, bat, romel, 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. Romels or reins may be popped on horse or chaps.
13. Once committed to the cattle, the team is completely responsible for their animals. It is the team's responsibility to pull up and call for the flagger's decision before crossing the starting line if, in their opinion, there is an injured or unusable animal. Once the cattle are worked, no excuses are accepted. A team will be disqualified by the flagger for any action deemed 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, or running through the herd in such manner that the cattle are knocked down.
14. If one or more cattle leave sorting pen, either over or through the fence (including panels on either side of the start/finish line), the flagger will immediately signal for time to stop and the team will be either disqualified for unnecessary roughness or be given a rerun depending on the flaggers decision as to why the animal left sorting pen. 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 flagger 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.

15. If a team member becomes un-mounted, and influences the cattle in any manner, the team will be given a no-time.
16. 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.
17. In case of a dispute, an official must be notified of a protest immediately prior to the next team's ride. The official may consult VPA's written rules, the Rules Committee Chair or the Club President prior to issuing a ruling.
18. If there is a tie, the official will refer to the tie breaking rules in effect and announce the method to break the tie.
19. Decisions of the official are final in all matters. However, the official must consult the President or Rules Committee Chair prior to modifying any rule.