

# Billabong Ranch Team Penning Rules

## The Judge's Decision is Final

1. All participants must be a current Member of Billabong Ranch in order to compete.
2. Within a 2 minute time limit (Open), 3 minutes (Novice), a team of 3 riders must cut from the herd & pen 3 head of cattle with the assigned (same) coloured neckband. The fastest time wins. A warning must be given to the team working the cattle at 30 seconds prior to a final time being called. In the event a warning is not given, a rerun may be given at the request of the team. If a rerun is requested the cattle will be settled & the rerun will take place immediately using the same colour banded cattle. Herd numbers can vary between 18 & 30 cattle, however herd size must remain the same for all runs in the same event.
3. The arena is set up into 2 sections. A distinction will be made separating the cattle & riders. This will be used as the cattle line. All cattle will be herded on the cattle side of the line before time begins.
4. The announcer will call the team into the arena. The team will present to the judge & then move behind line. As soon as the nose of the first team members horse crosses the line the time will start & the judge will give the designated colour.
5. Once committed to the cattle, the team of riders are responsible for the cattle. It is the teams responsibility, before working the cattle, to pull up & call the judges decision if, in their opinion, there is an injured or unusable animal in their colour banded cattle. Once the cattle are worked, no excuses are accepted. If the animal attempts to leave or leaves the arena, either over or through the fence, the team can either be disqualified for unnecessary

roughness, or can be given a rerun at the judges discretion. If a rerun is given it must be taken immediately. It is the judges decision whether the same collar colour cattle are used or a fresh collar colour is allocated.

6. No more than 5 head of cattle shall be allowed at any time over the penning side of the cattle line. If there are more than 5 head of cattle, team will be disqualified.
7. To call for time, at least 1 rider must have at least the nose of their horse across the line of the gate & raise a hand. All undesignated cattle must be completely on the cattle side of the starting line or there will be no time. If a team calls for time with only one or two of their cattle in the pen, the remainder of the DESIGNATED cattle DO NOT have to be on the cattle side of the starting line. All other cattle must be on the cattle side of the starting line before time can be called. All riders must be mounted & on the yard side of the starting line when time is called.
8. A team may call for time with only 1 or 2 of the designated cattle penned. However, teams penning 3 head of cattle place higher than 2, & 2 higher than 1 regardless of time.
9. A team calling for time with any incorrect designated cattle in the pen will be judged no time.
10. At no stage are horse & rider permitted to enter the pen to remove any incorrect cattle or when claiming time. The line of the gate will be determined by the judge on the day & be explained to the competitors before the commencement of the competition. All horses must be under control when they reach the line of the gate.
11. A competitor can compete up to 3 times, but not in the same team.

12. Where a final is proposed the fastest 6 runs will qualify for the final. The overall placings will be determined by the final run times. The Open event has a final. The Novice does not.

13. Rough handling of the stock will result in disqualification at the discretion of the judge. Examples of unnecessary roughness may include;

\*Jumping cattle or making them leave the arena.

\*Intentional contact with the cattle by hazing.

\*Rider forces cattle to run into fence or rides them too hard toward fence.

\*Cattle bumping excessively at the entrance of the pen.

\*Causing cattle to slam into the rear of the pen.

\*Hitting cattle broadside.

\*Knocking cattle down.

\*Making contact with cattle by hands, reins, ropes or any other equipment.

OR if the judge deems that any of the above are a likely outcome of any action that is being undertaken.

15. Disqualification of a team member results in the disqualification of the team for that run.

16. All riders are advised that they may be subject to gear checks. If gear is thought to be defective it must be changed before entering arena.

17. All riders must wear ASA 3838 approved helmets, smooth soled riding boots, long trousers & a shirt with a sleeve.

18. No dogs allowed.

19. No rigs. Stallions must wear a green ribbon in their tail & behave in a safe manner.

20. Animal Cruelty or mistreatment will NOT be tolerated at any time & will result in disqualification.

21. Unsportsmanlike conduct by a team member and/or rider will result in disqualification and possible removal from the premises. Unsportsmanlike conduct can be defined as abuse of one's horse or cattle, use of foul language or disrespect towards judges, officials, other riders or spectators, intoxication while on the property or any other conduct detrimental to Billabong Ranch and its employees.