

Team Penning Rules

Maximum 30 head of cattle marked with coloured marks in sets of 3 (ie. 3 red, 3 blue etc) are at the “mob” end of the arena. Teams (3 riders) attempt to cut out the assigned cattle from the mob and gather them in the “pen” at the opposite end of the arena within a 2 minute time limit.

- commences timing when the NOSE of the first of the three (3) horses crosses the start line.
- Within a two (2) minute time limit, a team (3 riders) will attempt to cut from the mob and pen three (3) head of cattle with the assigned collar colour. A warning bell is issued with thirty (30) seconds remaining on the run.
- A team may only call for time ONCE.
- To call for time, The judge calls the assigned collar colour as the NOSE of the first horse crosses the start line. All three horses are allowed over the start line.
- A run one (1) rider ONLY must come to a STOP and STAND in the gateway of the pen with a minimum of the horse’s nose to a maximum of the shoulder in the pen gate, and raise his/her hand when all or some of the assigned cattle are penned. The remaining two (2) riders must be on the pen side of the start line, and ALL non-penned cattle must be on the mob side of the start line.
- A team may call for time with only one (1) or two (2) of the assigned cattle penned however, teams penning three (3) head of cattle will place higher than those penning two (2) head, and two (2) head will place higher than teams penning one (1) head regardless of the time.
- Time cannot be called until assigned cattle are in the pen and all other cattle are on the mob side of the line. If time is called before all “spare” (including assigned cattle not being penned) are on the pen side of the start line a “no-time” will be recorded.
- No time will be awarded if incorrect assigned cattle are in the pen when time is called.
- Any more than five (5) head of cattle at any one time on the pen side of the start line will incur a “no-time” being recorded for that run.
- NO person or horse is permitted to enter the pen at any time. All removal of cattle from the pen is to be done from the outside of the pen, this is a strict ruling.
- A team must stop working cattle immediately when called a ‘No-time’ by the judge or at the 2 minute bell.
- Any team exhibiting unnecessary rough handling or rushing into or at the mob at excessive speed, may result in disqualification at the judge’s discretion.
- Once the three (3) riders have enters the arena the run has commenced.
- Where a horse is deemed out of control by the judge’s discretion – any rider that dismounts, horse falls, rider is thrown or falls, will result in that run being terminates without a time recorded.
- No whips may be bought into the arena. No hitting of the cattle with any object is allowed. Hazing cattle with hats, reins or rope will be cause for termination of that run. Slapping of hand or rein down to own legs is permitted.
- No tie downs to be used. If rings are used split reins must be used in conjunction with rings.
- At the judge’s discretion, a team may be awarded a re-run if one (1) or more head of cattle is deemed unsuitable (health wise) or escapes the arena.
- Competitors will only be called three (3) times to be present for their run. If that team does not present at the “in-gate marshalling area” by the third (3) call, that run may be made void at the judge’s discretion.
- Cattle may not be shouldered or pushed by either horse or rider during the run. Abuse of cattle or horses will be the cause for immediate disqualification of the run without a refund of entry fee.
- When the three (3) whole beasts, of your given colour, are across the centre line, your team are committed to those cattle, the judge will say “Committed”. If one (1) or more of those (whole beasts) go over the centre line it cannot be reclaimed. That lost beast then becomes part of the existing mob, known as a “lost beast”. Once all three riders are committed back over the start line no rider can go back and retrieve the beast or this will result in a no score.
- No “spotting” from anyone outside the arena will be tolerated, if it occurs a first and only warning will be given, any attempts to spot cattle after this will deem the team eliminates. Junior team exempt.



- Junior riders must wear an approved helmet at all times when mounted. Adult riders can choose not to wear a helmet, but the WGQHA encourages the use of helmets for personal safety. Adult riders that choose not to wear safety helmets must wear a western style brimmed hat (NO CAPS).
- Attire must be, long sleeve collared button shirts, long pants, western style brimmed hat or safety helmet (no caps), appropriate riding boots.

Judges decision is final

High Point Rules

- The show year is from 1st August – 31st July.
- July and August are usually our break time.
- Must be a FULL current Member of West Gippsland Quarter Horse Association.
- 3 of the same members can have a combination of 3 teams in total with 3 Different team names.
- Team names must remain the same throughout the season.
- Team members must be the same in all shows, to be eligible for Hi Point.
- Placements Score

*First place	6
*Second Place	5
*Third Place	4
*Fourth Place	3
*Fifth Place	2
*Sixth Place	1
- Teams that equal in points will fall back on cattle numbers and then time average.

Novice/rookie riders

- No open rider can ride in the novice/ rookie class.
- Novice/rookie riders must not have won a buckle at or placed 1st to 3rd in a Open class at WGQHA Team Penning/ Arena Sorting.
- Novice/rookie riders will be judged under the same rules as the open riders.

Note:

If you have a team member missing one show, and you still plan on competing call your team a different name, as you have a different team member.

If you use your original teams name with a different team member your team will not be eligible for High Point.

ARENA SORTING RULES

- A team of 3 riders will enter via the 'gate' and as soon as the nose of the first horse is in the yard timing commences.
- There will be 10 cattle at the end of the arena marked with numbers 1 – 9 with and 1 unmarked beast.
- Starting number for each team will be called when the nose of the first horse crosses through the gateway.



- You are to start with the starting number & continue in numerical order. For example- if you draw the number 6, you first sort 6, then 7, 8, 9, 1, 2, 3, 4, 5.
- Cattle are considered sorted when the beast is fully across the line.
- If any cattle cross the gate out of sequence, the team will be judged NO time.
- If the cattle that are already sorted come back through the gate line, the team will be judged NO time.
- Teams will have a time limit of 2 minutes.
- No physical part of the horse to pass the gate line. The whole of the horse is to remain inside the pen. Tail swishing is not considered a foul on the gate.
- Time will stop when the 9th beast is fully across the line leaving the unmarked beast in the yard.
- Spotting cattle or fanning cattle from outside the arena for a team will be course for disqualification.
- Any team exhibiting unnecessary rough handling or rushing into herd or at the herd at excessive speed, may result in disqualification, this includes “overworking a beast”.
- If a horse is deemed “out of control” or any rider who dismounts or falls from a horse will result in the run being terminates without a time recorded.
- No tie downs to be used. If rings are used, must be with split reins.
- Riders under 18 are not to ride or handle stallions.
- Competitors under 18 must wear a helmet whilst mounted.
- When a team is called 3 times and they are not at the gate on the third call, they will miss that run.

Judges decision is final

General

Committee reserves the right to clarify or alter the rules due to unforeseeable circumstances.

Should you wish to enquire or question these rules you must do so in writing to the Cutting Secretary and be signed by the applicant.

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Club Grounds: Cannibal Creek Reserve, Garfield North Road, Garfield www.wgqha.org.au



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