

2006 Rule Book

The purposes of Team Pen America, Inc. are to encourage and promote the sport of team penning; to establish and maintain a national organization of persons engaged in team penning; to gather, prepare and disseminate information about team penning to penners, prospective penner, sponsors, the media and to the general public. To use and encourage the use of uniform rules, classification system and create a level playing field for all penners.

TEAM PEN AMERICA staffs a full time office. Office hours are from 8:30 a.m. to 4:30 p.m., Monday through Friday. Team Pen America has the ability to produce a penning, absolute. Sanctioning approval is available by contacting the TPA office . Any questions you may have about Team Pen America can be answered upon your request by calling our national office at (505) 244-3964.

Team Pen America is truly dedicated to the sport and the promotion of team penning.

Sincerely,

James B. Shiver

President

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Team Pen America reserves the right to refuse participation or to remove any participant at any time in its sole and complete discretion.

General Participation

I. Participation Fees:

Yearly participation fees shall be \$60.00 for individuals and \$75.00 for family (including husband, wife, and children under the age of 18 living at home). Price of participation includes the monthly Team Pen America publication.

II. Day Participation:

Membership is not required to participate in any Team Pen America sanctioned or produced show unless otherwise specified. If a penner chooses to participate only for the day, the penner must declare an honest rating prior to participation , or be rated by the promoter/producer of the show. Continued disregard to compete properly rated will result in denied participation from any Team Pen America sanctioned or produced event.

II. (a) Classification Penalty

If the self imposed rating of a penner is found to be proven dishonest, the rating of that penner will be immediately moved two (2) rating classifications higher and will remain so for the remainder of the penning season. Example: A penner requesting a #1 rating is found to have won more than \$500.00 in any penning season; this penner will be immediately moved to a #3 rating and will remain at the #3 rating for the remainder of the season. A penner requesting a #2 rating is found to have won more than \$1500.00 in any penning season; this penner will be immediately moved to a #4 rating and will remain at the #4 rating for the remainder of the season. The remaining classifications will be treated in like manner.

III. TPA will have seven (7) classifications:

- #1 A penner who has never won more than \$500.00 in any penning season
 - #2 A penner who has ever won between \$501.00 and \$1,500.00 in any penning season.
 - #3 A penner who has ever won between \$1,501.00 and \$6,000.00 in any penning season.
 - #4 A penner who has ever won between \$6,001.00 and \$15,000.00 in any penning season.
 - #5 A penner who has ever won in between \$15,001.00 and \$25,000.00 in any penning season.
 - #6 A penner who has ever won more than \$25,000.00 in any penning season.
- Youth 14 years of age or younger at the time of ride.

IV. TPA's participation year BEGINS immediately following this year's National Final Production and EXPIRES upon completion of the National Final Production the following year.

PENNING RULES

1. Within an acknowledged time limit, a team must cut from a herd of approximately 30 head, and pen three head of cattle with the correct assigned number. The fastest time wins. A warning may be given to the team 30 seconds prior to final time being called. While not mandatory, it is strongly recommended that this warning be given.
2. All cattle must be bunched tightly on the cattle end of the starting line within the designated area before the team begins. The line judge will raise the flag to indicate when the arena is ready. Time begins and contestants will be given their cattle number when the flag drops as the nose of the first horse crossed the start/foul line. Any delay in crossing the start line will result in a NO TIME. No team member will be permitted to enter the arena after team's cattle number has been announced. Infraction of this rule will result in a NO TIME.

EXPLANATION: The cattle will be bunched in the center of the back wall of the arena before the signal is given that the arena is ready. When the line judge signals everything is ready, the announcer shall announce cattle are ready. Once the announcement is made, the settlers will immediately depart the arena along the walls. They will not stop to pick up a hat, turn a cow back or any other action that might delay their departure.

3. To call for time, one rider must break the plane at the opening of the pen with one hand raised in a distinct manner ABOVE the shoulder. The pen judge will drop the flag, stopping time, once the nose of the first horse has broken the plane and cattle are completely in the pen. If there are any unpenning cattle on the pen side of the start/foul line, time will continue until all unpenning cattle are on the cattle side of the start/foul line. Should an animal escape the pen after time is called for and prior to all unpenning cattle being on the cattle side of the line, the team will be judged a NO TIME. If an animal escapes as a team is calling for time, they will be judged a NO TIME. DEFINITION: "Escaped animal is one with any part of the animal coming out of the pen." Time may be called by any team member at any time after one or more cattle have been penned. Time may also be stopped by one or more team members

pulling up and waiving off the run.

4. A team may call for time with only one or two assigned cattle penned. However, teams penning three head place higher than two or one, regardless of the time. In a multiple go-round, the fastest time wins, regardless of which go round. In a multiple go-round contest, the teams that pen in each go round will beat teams that fail to pen in a go-round, regardless of the number of cattle penned or time. EXAMPLE: Times in 3 go-rounds beat time in 2 go-rounds; times in 2 go-rounds beat time in 1 go-round, and times in 1 go-round beat a no time.

5. A team calling for time with any wrong numbered cattle in the pen will be judged a NO TIME.

6. Contact with cattle with hands, feet, hats, ropes, bats, romals, or any other equipment, or hazing with hats, equipment or any other apparel will result in a NO TIME. Reins, bats or tail of ropes may be popped on chaps, but any contact with cattle or hazing will result in a NO TIME.

7. In the event that a team draws a number where more or less than three identical numbers are in the herd at the time of their run, that team must have a rerun at the end of that set of cattle and on the same numbered cattle. Times for all other teams in the miss-numbered herd will remain the same.

8. In the event a team is given a number that has already been used in that herd, an immediate rerun may be given using the correct number in the same herd. In the event of official or mechanical error of a gate which interferes with the teams run, a rerun shall be given at the end of that set of cattle. In the event of scoreboard failure, the backup timer will become the official timer.

8a. If a teams assigned number cattle leaves the arena, the team can either be given a NO TIME for unnecessary roughness or be given a rerun depending on the judge's decision. If given a re-run in this instance only, team cannot better their time. All re-runs will be in the same herd, on the same number, at the end of that set of cattle. If more than one re-run is given in any go-round, they will be run in the order of occurrence.

9. Luck of the Draw: Once a team's cattle number is announced, it is considered the Luck of the Draw. No re-runs will be given except as stated in #7 and #8. In the event of a re-run, a team cannot better their time EXCEPT as stated in #7 and #8 and #9a.

9a. If a cow is determined to be un-pennable due to blindness, the cow will be replaced and a re-run will be given at the end of the go. If a team pulls up claiming blindness and the cow is found to be pennable, that team will receive a no time. Blindness must be verified by a judge or Team Pen America official.

10. If more than 4 head of cattle cross the start/foul line at any one time, the team will receive a NO TIME for too many cattle. (Any part of the 5th cow breaking the plane of the start/foul line will result in a NO TIME)

10a. The "no trash rule" is not encouraged in the lower numbered divisions in any TPA sanctioned shows.

11. Decisions of the judges are FINAL. No judge may enter any class that he/she judges. Judges shall be the line judge and pen judge with the line judge serving as the primary or head judge. All judges shall be qualified and impartial in good standing with TPA. In the event of a disputed decision between judges, the TPA representative or arena director will cast the tie breaker. Judging a show shall count as a qualifier toward the National Final Production.

12. Cattle must be rotated at the beginning of every division, after each set, and prior to the final go. When three herds of cattle are used, the second go shall start with the middle herd to prevent teams from drawing up in the same herd for each go-round.

13. A team shall be judged a no-time by the judge for any action the judge believes to be unnecessary roughness to the cattle. In the event the judge determines the action to be inhumane treatment of the cattle, the team may be disqualified.

EXPLANATION: A judge must be consistent in his/her rulings regarding roughness, Perhaps the most important call against roughing is the first one. Listed below are some guidelines for roughing:

A. The rider must give the cattle an avenue of escape that is to mean if the animal has nowhere to go but through or over the fence, it is roughing.

B. The rider must keep his/her horse off the cattle. A horse following so closely as to "hock" the cattle's back legs can cripple the animal as well as cause a potential wreck. The judge should look for continual pressure by the rider on the cattle. Riders should allow space for their horses to respond which prevents them from being too close to the cattle. A rider in control of his horse will not hit an animal.

C. Knocking an animal over, then stepping on it is always a roughing call.

D. In the process of calling for time, a rider may run the cattle into the back of the pen so hard that it could be roughing.

E. Not letting up on an animal when a rider can see a collision is coming with the fence, herd or another rider is a roughing call.

General Rules

TEAM

A team consists of three riders. After a team has competed in one go-round, no substitution of riders will be allowed. If for some reason one rider is unable to continue, it is the decision of the remaining two team members to complete the go-rounds. In no event may less than two persons compete except in a designated one-on-one or two-on-two division.

TEAM ENTRY

A team can only compete once in a division, one rider must be changed to make up another team. The promoter may determine the number of times a penner may enter each division.

FEES

All fees, participation fees, and completed forms must be mailed along with all penning records to the TPA National office within 7 (seven) working days after the completion of the event.

TIE-BREAKER

In the event of a tie affecting the placing of teams, each team involved in the tie will be allowed to pen one set of designated numbered cattle. The fastest time on the most cattle wins.

JUDGES

There will be two judges, one on the start/foul line and one at the pen opening. The judge that starts a division must judge the entire division except in an emergency.

DRAW

Team positions and cattle numbers will be assigned by an impartial draw. Once the order of the draw has been established, it may not be changed other than by hardship or mutual consent of the teams involved. If a team pulls out after the division begins, their cattle number will be drawn and announced in the order the team would have run and drawn number will not be used in that set of ten teams.

BAD WEATHER

If the penning is called due to bad weather, before the final go-round, the last fully completed go-round will determine the winners.

Decision to stop the penning will be a joint decision by the judges and the promoter or arena director.

RECORDS

The promoter or arena director shall have access to the results at any time following the conclusion of each division.

DRESS CODE

All contestants, judges and arena personnel must wear western attire: a western hat (or no hat at all, no ball caps, visors, etc.) long-sleeved western shirt buttoned properly, long pants, boots or heel's down riding shoes. Jackets may be worn. Infraction of the dress code will result in a ten (10) second penalty being added to the team's time in that go-round.

Exception: During the hot summer months, the promoter may waive the above dress code. Tank tops and tee shirts will not be permitted.

NUMBER SYSTEM

TPA number system is based on the monies won. Monies that are counted are those won at any penning requiring you to be a member of an association or those governed by or using any association's rules or classifications (youth divisions are excluded). Your classification/rating will remain in effect until the completion of TPA's participation year (see page 1, section IV). Any penner may advance multiple levels at the end of the year due to their earnings, but a penner will not be lowered more than one level in a lifetime. Choosing your individual rating in Team Pen America is simple. Declare the most money you have ever won in any penning season. If you have not been able to maintain that level of winning, you may drop one number. It is the penner's responsibility to rate themselves honestly. The breakdown is simply stated.

Example

A #6 penner may return as a #5 but will never be rated lower than a #5

A #5 penner may return as a #4 but will never be rated lower than a #4

A #4 penner may return as a #3 but will never be rated lower than a #3

A #3 penner may return as a #2 but will never be rated lower than a #2.

A #2 penner may never be rated lower than a #2.

A #1 penner has never won more than \$500 in any penning season.

Once a penner has moved out of the #1 rating, they may never return to a #1. We feel that this system is the fairest system available as it completely eliminates favoritism. If a penner chooses to participate only for the day, the penner must declare an honest rating prior to participation, or be rated by the promoter/producer of the show. Continued disregard to compete properly rated will result in denied participation from any Team Pen America sanctioned or produced event.

CUT-OFF TIMES

Cut off times are optional. If cut off times will be used, this must be announced prior to the first team entering the arena. If cut off times are used teams must pull up once the cut-off time has been reached. A 30 second warning may or may not be in effect in this instance. If these times are to be announced, the announcement should be made as soon as the times are determined.

APPEALS, SUSPENSION and UNSPORTSMANLIKE CONDUCT

APPEALS

Any penner who feels their classification/rating is incorrect must submit their appeal to the TPA National office in writing. The appeal must explain their request for re-classification/rating and include references to support any adjustments. Appeals will be handled in a timely manner.

SUSPENSION

A Any participant of TPA may be suspended and denied access to privileges for any of the following reasons: failure to pay participation fees and entry fees, issuance of non-sufficient funds check as payment for participation fees, entry fees, stall fees and bank charges for processing non-sufficient funds checks.

B. Unsportsmanlike conduct by any participant of TPA whether in the arena or on the grounds may result in disqualification.

Unsportsmanlike conduct is described as; abuse or blatant misuse of one's horse or cattle, intoxication, excessive use of foul language, fighting or any conduct felt to be detrimental to TPA or the sport of team penning. This rule will be enforced by the promoter/producer, judges, officials or TPA representative. **Team Pen America reserves the right to refuse participation or to remove any participant at any time in its sole and complete discretion**

SANCTIONING

1. To be classified as a TPA sanctioned penning, request must be made to the TPA National office. Producers are required to purchase a minimum 1/2 page ad, advertising and promoting their penning. TPA name and/or logo will appear on all TPA sanctioned penning advertisements.

2. There will be no sanctioning fees charged. It is the producer/promoter's responsibility to collect all dues and fees. If not collected, the fees shall be paid by the producer/promoter. All participation applications must be completed in their entirety and be signed by the applicant in order to be processed. Any unsigned participation applications will be returned. Failure to comply with this or any other TPA rule may result in forfeiture of future sanctioning by the producer/promoter, including any shows already approved for sanctioning.

3. All TPA sanctioned or produced pennings shall be governed by TPA rules unless otherwise advertised.

4. It is requested that all TPA pennings include a minimum of two (2) numbered divisions:

Example : Open, Mixed (men, women or adult/youth age 16 and under or senior rider 60 years of age or older at the time of ride), #9, #7, #5. For youth divisions, youth must be 14 years of age at the time of ride. In order to fill cattle commitments divisions may be substituted or added.

PROMOTER/PRODUCER

1. The promoter/producer shall have sole authority to enforce all rules pertaining to the team penning. The promoter may excuse any horse or contestant from the team penning prior to or during the penning for any infraction of TPA rules or misconduct.

1b. The promoter/producer has the right to rate any said penner who chooses to participate for the day in lieu of purchasing a year's participation in Team Pen America.

2. TPA offers producers/promoters the option of a 30 second contestant gate. If a contestant is not in the arena 30 seconds after their team has been called, producers/promoters may close the gate, barring that contestant from competing with their teammates on that run. If this occurs in the first go, contestant cannot compete in the second go on that team.

2b. TPA offers producer/promoters the option of utilizing a time limit for the penning of the cattle that may vary from 60 to 90

seconds. For example: a producer/promoter may choose to offer a 60 or 75 second clock in a higher numbered division and revert to the 90 second clock in a lower numbered division within the same produced or sanctioned show. The ruling requirement for utilizing this option will be that of use will be announced prior to the start of the division.

3. Decision as to how many times penners may enter each event is that of the promoter/producer. TPA strongly suggests the maximum times a penner enter each division be 5 times.

4. The promoter must be present on the show grounds at all times. In the event of an emergency, if the promoter is unable to fulfill their duties, the promoter must appoint an acting person-in-charge in their absence. The acting promoter must remain on the show grounds for the duration of the show. The promoter shall at all times extend every effort to satisfy the comfort of the contestants, horse, spectators and officials. The promoter shall be held responsible for maintaining clean and orderly conditions throughout the penning.

5. The promoter will be responsible for acquiring cattle that are uniform in size and weight and for numbering of all herds. The cattle will be rotated at the end of every set. Cattle should be rotated in such a way to prevent teams from penning in the same herd twice when at all possible.

6. It is the promoter/producer's responsibility to make all settler's aware of TPA rules and regulations as well as their responsibilities.

7. Promoter/producer will be solely responsible for any and all liabilities related to their penning. TPA, its officials and employees will be held harmless from any liabilities.

8. The promoter shall have the right to require any contestant, parents or guardians of minor contestants to sign a form releasing TPA harmless for any and all injuries incurred as a result of the penning.

9. All monies for winnings, refunds and wages shall be paid to all recipients at the conclusion of the penning.

10. The promoter shall have the right to require any contestants/employees to provide their social security number prior to the receipt of any winnings or earnings. Any contestant/employee refusing to meet this requirement forfeits their winnings/earnings to the promoter.

11. It is the promoter/producer's responsibility to hire qualified, impartial announcers, time keepers and two (2) judges, all in good standing with TPA.

SUGGESTED PAYBACK PERCENTAGE

FIRST GO -ROUND

No less than 5% of the payback should be paid for fast time in the first go-round.

AVERAGE

The following percentage breakdown may be used to pay average winners. NOTE: Divide the net payback by the smallest percentage to determine the number of teams to receive money and still return the last team their entry fees back.

PAYBACK AVAILABLE PER TEAM

1 Place = Winner take all

2 Places = 60 % , 40%

3 Places = 44 % , 33% , 23%

4 Places = 40 % , 30% , 20% , 10%

5 Places = 32% , 26% , 20% , 14% , 8%

6 Places = 29% , 24% , 19% , 14% , 9% , 5%

7 Places = 26% , 22% , 18% , 14% , 10% , 6% , 4%

8 Places = 23% , 20% , 17% , 14% , 11% , 8% , 5% , 2%

9 Places = 21% , 19% , 17% , 15% , 11% , 8% , 5% , 3%

10 Places = 19% , 17% , 15% , 13% , 11% , 9% , 7% , 5% , 3% , 1%

Payback Suggestion #1 The number of teams being paid back in such a manner that the last team receives their entry fee back.

Payback Suggestion #2 Payback one team short of the last team receiving their entry fees back.

Payback Suggestion #3 The number of teams being paid back is based on the number of teams entered in that division.

EXAMPLE:

1-10 teams entered pays 1 place 100% of payback

11-20 teams entered pays 2 places 60%, 40%

21-30 teams entered pays 3 places 44%, 33%, 23%

31-40 teams entered pays 4 places 40%, 30%, 20%, 10%

41 teams and up pays 5 places 32%,26%,20%,14%,08%

ARENA ARRANGEMENT

The start/foul line and pen line are to be permanently marked on both sides of the arena and the start/fouls line is to be marked with visible markers on both sides of the arena.

The foul line shall be 30% , 40% , 50% or 60% from the cattle end of the arena and should be advertised by show management. The pen shall be situated either 75 feet from the arena back wall or 25 % from the arena back wall