

Carney Man Productions, LLC

TEAM PENNING RULES

Based on the rules of the NTPC

- 1) SIGN UP - Entries due by 12:00 noon for Sept. 24th penning and by 10:00am for Sept. 25th penning. A \$50 service charge will be assessed on all returned checks.

- 2) DRAW-OUT AND REPLACEMENT - If an individual team penner draws out, the penners entered with him may draw out or replace the partner. If a team penner's partner fails to notify the producer of a draw-out, and does not appear prior to the first go-round of the competition, the penners entered with him may get a substitute partner. In no instance may a penner use another penner's entry fee. If a substitute team penner is replacing a penner who has a doctor or vet's release or has been officially drawn out, that replacement will be required to pay entry fees, but no late fees. In no instance will the team be moved to a later draw position while the penner locates another partner.

- 3) DRESS CODE - Proper Western Attire: western hat; long sleeved collared shirt tucked in and properly buttoned; boots.

- 4) TIME LIMIT - 60 SECOND TIME LIMIT: 30 second warning call may be given.

- 5) TO BEGIN THE RUN - Two herd holders are to consistently bunch the cattle at the cattle end of the arena opposite the contestant entry gate, before the start of the run. When the Judge determines the herd is ready, he will raise his flag. The announcer will announce that the cattle are ready. Time starts when the first horse breaks the plane of the start foul line and the judge drops his flag. Herd settlers should maintain the herd within the designated area until the cattle number is called. THERE SHOULD BE NO DELAY IN CROSSING THE START/FOUL LINE, OR A NO-TIME WILL BE CALLED.

- 6) A. TO FINISH THE RUN - One rider must break the plane of the pen gate with the nose of his or her horse and raise a hand above his or her shoulder. The Judge will drop his flag and the time will stop if all unpenned cattle are on the cattle side of the start/foul line. If not, time will continue until all unpenned cattle are on the cattle side of the start/foul line. A no-time will occur if a cow or cattle enter the pen after the rider calls for time and before all unpenned cows are on the cow side of the start/foul line.

B. TO FINISH THE RUN WITH LESS THAN THREE HEAD - Teams can finish the run by penning one, two or three head. Regardless of the time, three penned cattle beat two and two penned cattle beat one.

7) NO ROUGHING - A team shall be disqualified with no-time when either Judge calls unnecessary roughness to the cattle. Contact with cattle in any manner by horse or rider will result in a roughing call by either Judge.

8) SPOTTING CATTLE - Spotting cattle in the herd for any team in the arena, by any person outside the arena is prohibited. Any form or manner of assisting a team in the arena with finding the location of any of their assigned cattle on the herd side of the foul line will result in disqualification.

9) HAZING - Contact with cattle by hands, ropes, bats or any other equipment, or hazing with any equipment or apparel will result in a no-time.

10) NO TRASH RULE - A team will be disqualified if one trash cow crosses the start/foul line at any given time.

11) RE-RIDE SITUATIONS -

A. In the event a team is given a number that has already been used, a re-run will be immediately given upon discovery.

B. If a cow leaves the arena the team can either be given a no-time for roughing or be given a time on their remaining cattle or be given a re-ride at the end of that set of cattle. This decision will be at the discretion of the Judge.

C. If a team observes an unfit or injured cow and/or an unidentifiable number on a cow, the team must notify the Judges before the beginning of the run. Once the team is committed to the cattle, no re-ride will be given.

D. In the unusual event the Judges rule the team is entitled to a re-ride, they will be allowed to work at the end of that group of cattle and will work the same cattle number.

12) RUNNING ORDER -

A. The first round is drawn.

B. The second round is the reverse order of the first round.

C. The final round will begin with the team that had the slowest time of the second round and progress consecutively to the team that had the fastest time,
going last.

13) HAVE FUN, WIN MONEY AND COME BACK!!!!!!

Thanks for your participation!

Carney Man Productions, LLC
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