

# Western Extravaganza 2021

## Ranch Team Penning Entry Information

### Tuesday March 16 Qualifier and Friday March 19 Shootout

#### \* Pen set in the middle of the Arena\*

- Sign up 5:59pm 7:00pm to start (indoor arena)
- No late entries
- **Draw Pot Teams**
- Enter up to 3X
- \$30 person per / per entry
- Sign up for practice run with your own team, **draw pot to follow**
- Top 5 Teams go to Friday shootout
- 70% payback
- Buckles to champion team
- Pay out
  - 1st – 50%, 2nd – 30%, 3rd – 20%

### Ranch Team Penning Rules

#### All rules are up to judge's discretion and are final

1. Object of Team Penning: A team consisting of three riders must cut three cattle from the herd, with the assigned visible number on the cattle, and pen them within the allotted time. The fastest time wins.
2. The Pen will be set in center of arena
3. Starting Run: All cattle will be bunched at the opposite end of the arena. The time starts as soon as the first horse crosses the start/foul line. The riders will be given the number when they are ready to start. To keep the teams moving in a timely manner you have 30 seconds to start after entering the arena. A delay in starting will result in a no time. During the Draw-pot no team shall enter the arena.
4. Time Limit: The time shall be set for 2 minutes with a 30 second warning buzzer.
5. Too many cattle: If more than 4 cattle cross the start/foul line the team will receive a no time.
6. Calling for Time: One rider must put up hand and yell time to call for time after cattle are completely in the pen, with no horse's chest past the opening of the pen.
  - a. The team will receive a no time if the cattle are still entering the pen and not completely in the pen when the hand is put up.
  - b. If an animal escapes while putting hand up the team will receive a no time. An "escaped animal" is any part of the animal the animal coming out of the pen.
  - c. All penned cattle must be the assigned number or will receive a no time.

- d. All un-penned cattle must be on the herd side of the start/foul line before calling for time. A team with un-penned cattle must push them across the start/foul line before calling for time. Un-penned cattle will result in a no time.
  - e. All riders must be on the pen side of the start/foul line before calling for time.
7. Calling for time with less than 3 head: A team may call for time with less than three head of the assigned number. A team placing with three head will place higher than a team penning one or two head regardless of the time.
  8. Re-ride Options: If an animal escapes the arena the team can be given a no time for unnecessary roughness, a re-ride immediately or a time on the remaining cattle penned. If a re-ride is given the team will ride immediately with the same number. If unnecessary roughness was used the team will result in a no time and no re-ride.
  9. Cattle Rotation: Two pens of 15 cattle will be used. Cattle will be rotated after every ten runs. The rotation can be changed depending on amount of teams and cattle use.
  10. Roughing or Hazing: No bats, whips or ropes are allowed in the arena to rough or haze the cattle. You or your horse can make no contact with the cattle. No using hats or items to haze cattle. These situations will result in no times and/or being removed from competition.
  11. Un-mounted riders: Riders must stay mounted while penning. If a rider is dismounted on accident, the clock is still running, they must mount and continue. If the dismounted rider is unable to finish the team receives a no time.
  12. Multiple Rides: A rider may enter three times.
    - a. Rider may use different horses.
    - b. Money can be won on multiple entries if team places.
    - c. All riders that are signed up for the draw-pot will be eligible to ride as an extra rider if extra riders are needed to fill the draw-pot teams.

Questions: Call Director Travis Polek at (208)791-8989