



PEEL RANCH SORTING AND PENNING

General Rules

1. All riders are required to ride in appropriate smooth soled riding boots, long trousers and long sleeved, buttoned, collared shirt at both competition and training days. Competitors must be neat and presentable.
2. Helmets are mandatory for riders under the age of 18 years and for all riders at a training day whilst mounted. Helmets must comply with current industry and sport standards. Senior riders must ride in a Western/Akubra style hat if not wearing a helmet. No caps are permitted at any time in competition area.
3. All riders have to have their horse under control regardless of what type of gear they choose to use. Out of control horses can be eliminated at President or Judge's discretion. Horses who are not social or who will kick out at other horses are to have a red ribbon or red tail marker on display. Stallions are to have a green marker on both sides of the saddle and must follow all ABCRA guild lines with regards to tying up and overnight yarding.
4. Equipment must be fit for purpose, no riding in halters. Judge and/or Committee will do random gear checks and if unsure of your gear please ask for a check. Bitless bridles are permitted but require a mechanical stop, no halter types allowed. The Committee has the final call on acceptability.
5. No tie downs, rings, head checks, training aids or whips are permitted in the Competition Arena.
6. No hitting of cattle with any object will be allowed.
7. No alcohol is to be consumed by competitors prior or during the competition.
8. Riders need to inform the Events Co-ordinator 48 hours prior to the event if they will not be attending, if they cancel after this time there will be NO REFUND (unless a vet or medical certificate is provided within 48 hours)

Team Penning Rules

1. A team consists of three (3) riders.
2. A team has two (2) minutes to cut out the three (3) cattle marked with said collars/number announced by the Judge and then penned. A warning bell will be sounded 30 seconds prior to the end of the run time.
3. The start/foul line is in the centre of the Arena. All cattle must be behind the start/foul line (opposite half of the Arena to the Pen Location) before run/time begins.
4. A team will enter the Arena and move towards the Centre start/foul line (remaining in the half where the Pen is located).
5. The team must wait until the Judge and Scorer are ready to proceed.
6. The Judge will advise the assigned collar/number marking for the run as the first competitor crosses the centre start/foul line.
7. If more the five (5) cattle cross the centre start/foul line at any one time (into the Pen half of the Arena), the team will be disqualified.

8. Once the 30 second warning bell has sounded if any of the teams allocated cattle already on the Pen side of the arena recross the start/foul line to the Herd side of the arena that cow can no longer be penned.
9. The Pen will be located either in the centre or to one side of the arena on the opposite end to where the cattle are settled. The pen is to be 4.8m x 4.8m with a 2.4m wing. The yard and the end of the wing to be a minimum of 3.6m from the fence line.
10. A team can only call time once. To call for time (end your run) one (1) rider must stand in the gateway of the Pen and raise their hand. The Pen must contain at least one (1) cow or up to all three (3) cattle with assigned collar/number marking. Note: the more cattle you pen (regardless of time) the higher the score the Team will receive.
11. To have time called, all cattle not in the pen must be back on the herd side of the start/foul line and the only cattle in the pen are of the Teams allocated collar/number.
12. All riders must be mounted to call time.
13. No rider/s are allowed, at any point of the run (including calling time), to enter the Pen past the horses shoulder.
14. Fall of horse and/or rider shall not eliminate the team, nor stop time, however, any attempt by a dismounted rider to work the cattle before remounting will result in disqualification. It is up to the discretion of the team if they would like to stop their run and withdraw.
15. Cattle are to be released from the rear gate of the Pen expediently once time has been called.
16. Missing collar/number/s or lame/injured cattle should be brought to the Judge's attention. It is then at the Judge's discretion to allocate a replacement beast or allow a rerun.
17. A team exhibiting any unnecessary rough handling or riding into the mob of cattle at excessive speed, may be disqualified.
18. Cattle must be gathered and settled, in the Arena half not containing the Pen, prior to each run.
19. The number of runs allowed per competitor and the number of times a horse may compete in any one event will be determined by the organising Committee.
20. It is recommended that there be at least 30 head of cattle in the arena for team penning competitions. Local conditions and arena size may dictate a variation to this number which will be decided by the organising Committee.

