

Ranch Sorting Rules

Ranch Sorting is a two-rider team sorting 10 numbered cattle 0 – 9 and 1 unnumbered cow for a total of 11 head. A run starts with the team members on the opposite side of the start line from cattle.

The pen will consist of two 60' equal sized pens with 3 gates.

The opening between the two pens will be 12'.

Cattle will be settled on sorting side of the start/foul line prior to run at the judge's discretion.

The Announcer (clock) will draw a number, which will determine the first cow to be sorted. The cattle will then be sorted increasing in sequence from the number.

Riders are committed once they enter the arena and any delay will cause disqualification. The judge will raise the flag when the cattle are ready and the announcer will announce when riders should start their run. The judge will signal the beginning of the run by dropping the flag when the nose of the first horse crosses the start/foul line and the number to be sorted will be announced. Either contestant may start the run.

The cattle must be sorted in number sequence. If any part of a cow crosses the start/foul line prior to time expiring or all 10 numbered cattle being correctly sorted across the foul line or any part of a sorted cow re-crosses the foul line, a disqualification will occur.

Any cow not entirely across the start/foul line prior to the final buzzer sounding will not be counted.

All teams entered will participate in the first go. The second (final) go will consist of up to the top 10 teams. With more than 60 teams entered, 20 teams may participate in the final go at the Producers discretion. Judges will use lap timers.

Teams sorting in 2nd go will place higher than teams sorting in 1st go no matter how many cattle are sorted.

No substitutions will be allowed after a team has made their first run except in an emergency, at the Judges discretion. If one member cannot complete a run, the remaining team member may elect to finish the run by him or herself. No rider-less horses may be used in place of another rider.

Each contestant may enter a maximum of 5 times, with a different partner on each team. (4) Of those entries may be picked teams, 1 ride will be a mandatory draw. A contestant may enter any combination of pick and draw up to 5 rides.

When a team completes their run, it is the responsibility of the 2 team members to group the cattle together for the next team and hold the herd.

The winner will be determined by the teams best combined time in 1st and 2nd go.

If a team has a dispute about a run, a protest to a Judge must be lodged before the team leaves the pen. The Judges and Arena Director must confer and agree on a decision. If the dispute is sustained, the team will be given a re-run.

Contact with or hazing the cattle by hat, ropes or any other equipment is a disqualification. A team exhibiting any unnecessary roughness or roping of the cattle will be flagged a "NO TIME" No whips or bats are allowed in the arena. Excessive roughness to the cattle can result in a complete disqualification of the contest for the entire penning. This includes roughing the cattle in the pen.

Any cow that lies down and stays down during a run and interferes with the team's ability to pen cattle or sort may be grounds for a re-ride. If any cow lies down during a run and stays down, the contestant may stop the ride, raise his or her hand and request a re-ride. If the Judge agrees the ride was hindered, a re-ride may be granted.

Decisions of the Judges are final.

No coaching, spotting, or pointing out cattle (such as when to go, turn around, directions) by any person(s) other than team members will be allowed and may result in the team receiving a "NO TIME".

Tank tops, t-shirts, caps, and shorts will not be allowed. Shirts with collars must be worn. Western shirts, jeans, boots and belt will be required.