

SECTION XII - RANCH SORTING RULES

HELMET REQUIREMENTS

Helmets are **OPTIONAL** in **ALL** classification levels. If a helmet is used in Sorting classes, it must be an approved Equestrian Helmet.

DRESS REQUIREMENTS

All classifications:

1. Cowboy hats are optional. No baseball caps are allowed.
2. Western Boots with a well defined heel (riding tennis or combat boots will not be allowed).
3. Long sleeve shirt with a collar and cuffs (shirts are to be buttoned or snapped, tucked into pants and closed at the wrists).
4. Tie (optional)
5. Belt
6. Spurs (optional)

TACK

1. Western saddles and bridles must be used.
2. Roping, closed reins or split reins are permitted.
3. Gag bits are allowed.
4. Use of mechanical hackamores, tie-downs (no wire or cable type tie-downs) or other types of equipment are optional. However, show officials may prohibit equipment they consider severe or unsafe.
5. No wire device may be used in conjunction with any bit.
6. Neither wire curbs, regardless of how padded or taped nor any chinstrap narrower than one-half inch will be permitted.
7. Curb chains are permitted but must be at least one-half inch in width and of the type that lies flat against jaw of the horse.

Grounds for Disqualification

1. Entering the arena with a baseball cap or similar.
2. Entering arena without appropriate attire.
3. Inappropriate tack for the class.
4. Misrepresentation of horse or exhibitor in any way.
5. Any riders not having his/her mount under sufficient control and is endangering the safety of the rider other horses and riders.
6. Lameness or improperly fed horses.
7. Unnecessary spurring, striking, or beating of the horse at any time.
8. Spurring, striking, beating the horse for any reason and in any manner whatsoever **Forward the Cinch** after entering the arena.
9. Any discourtesy or use of profanity or acting unmannerly toward any Judge, Show official, other members or spectators.
10. Any infractions of the rules for a specific class.
11. Any disqualifications of one (1) team member while in the arena will result in the disqualification of the entire team.
12. In an event a team member is disqualified prior to his/her run, a replacement member must be randomly drawn from a draw pool and will not be asked to pay the entry fee.

MISCELLANEOUS

1. All Sorting classes are timed events.
2. All Sorting competitions will consist of two (2) timed "go's" for each team.
3. Members are allowed to enter on two (2) different teams with different partners.
4. If one of the team members is unable to compete the other team member will be given the option of a draw partner.
5. All 4-H warm up arena rules apply.
6. Any changes must have the approval of the majority of the Horse Advisory Board members present.
7. The judge has the authority to assess a penalty, disqualify, or give a re-ride on the following instances: Roughing calls (horses and/or cattle) (see "Cattle" in this section); Escaped calf, Mechanical failure, Un-sportsman like conduct of an exhibitor or Act of God.

ARENA ENTRY AND EXIT

1. Each Contestant must enter and exit his/her horse through the gate in a safe and orderly manner.
2. The gate will be closed after the contestant enters and will remain closed until the contestant finishes his/her run and slows the horse to a walk. (Exception: holders who must exit the arena after the working team begins their run. Holders must slow their horses to a walk before exiting the arena.)

TIMING PROCEDURE

1. There shall be at least two (2) Timers.
2. The first timer shall be the official time and the second timer shall be the back up timer. A lap timer will be used at all times.
3. The same process of timing must be used for the entire show, insuring timing and times are as consistent as possible for contestants.

OFFICIALS

1. The **Line Judge** will act as the start/foul line Flagger and is responsible for making sure the herd is bunched and settled prior to each team's run, dropping the flag to signal starts and finishes, watching for proper order of cattle pushed over line, making decisions regarding roughing of cattle, hazing of cattle and concerning safety issues.
2. The Timer will be responsible for starting the clock at the drop of the flag signaling the start of a run and stopping the clock at the drop of a flag signaling the end of a run.
3. The Gate official will be responsible for checking in on teams at the gate, making sure the proper team is ready to compete when called and for opening and closing the gate at the beginning and end of each run. It is not the gate official's duty to insure exhibitor readiness to enter the arena.

CLASS ROUTINE

1. A two (2) rider team must sort 10 of 12 cattle within 60 seconds. Time begins when the nose of the first horse crosses the start/foul line. The pen size should be no larger than 60 x 60 with corners cut and a 12' gate (opening) between both pens (this will be the start/foul line).
2. The team is on one side of the arena with the cattle on the other. The judge signals to the announcer that the team, arena and cattle are ready. The line judge drops the flag to signal the timer to start the clock. As time begins the announcer calls a start number, cattle are then sorted in numerical order. Time is taken when total body of the last numbered calf crosses start/foul line. In a single go event, the most cattle sorted in the least amount of time wins. In a multiple go round event, the team that sorts in **EACH** run will beat the teams that fail to sort or have a **NO TIME** in runs, **REGARDLESS** of the number of cattle sorted or timed. **FOR EXAMPLE:** times in three (3) **qualifying** runs; beat times in two (2) **qualifying** runs. Times in two (2) **qualifying** runs; beats time in one (1) **qualifying** run. The goal is to have the most cattle sorted in the least amount of time, without a foul or disqualification. A foul or disqualification is assessed if any part of a calf out of sequence or un-numbered, crosses the start/foul line, or any part of any calf returns back across the line.
3. Calves must be sorted in correct numerical order and total body must clear the line to be counted, but need not clear each other (may overlap in numerical order). If less than 10 heads are sorted within 60 seconds, the teams recorded time will be that number at the time the last calf crosses the start/foul line. **FOR EXAMPLE:** if the time ends while the next good calf is crossing the line; time will be given upon the previous good calf. Each calf will be timed to **ELIMINATE** the **POSSIBILITY** of a tie. At Least one judge will make final decisions from a position with a clear view of the start/foul line. Decisions of the judges are **FINAL**.
4. **CATTLE**
 1. Each team works on a herd of twelve cattle. Herds will be rotated, or given a break after every ten (10) runs.
 2. Contact by horse, hands, rommels, reins, hat or any other equipment will result in a **NO TIME**.
 3. A team shall be judge 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:

THE JUDGE ASSUMES THAT YOU WILL EXHIBIT GOOD JUDGEMENT AND BE IN COMPLETE CONTROL OF YOUR HORSE AT ALL TIMES. ANYTHING YOU DO FROM THAT POINT FORWARD IS A RESULT OF A CONSCIOUS DECISION ON YOUR PART. A JUDGE CAN NOT CONTROL YOUR THINKING OR REFLEXES. HE CAN ONLY MAKE A CALL FROM THE RESULTS OF YOUR OWN DECISIONS AND ACTIONS.

- The rider must give the cattle an avenue of escape. If you are going down a wall toward a corner and pen the cow into a no escape situation and that cow jumps, or attempts to jump, or crashes into the wall you will be called for roughing.
 - The rider must keep his/her horse off the cattle. A horse following so closely as to hock a cows back legs, or bump or push the cow: can cripple the animal as well as to cause a potential wreck.
 - If a horse hocks, steps on, or knocks a cow off its feet, it will be considered roughing and the team will receive a **NO TIME**.
 - Not letting up on an animal when a rider should see a collision is coming with the fence, herd, or other rider is a roughing call.
4. In the event that a sick or injured animal is in a herd, team must stop and ask for a judge. Time will be stopped, and the arena director will determine how to proceed. Often, the animal may be replaced and time then restarted. Team should make every effort to keep all previous cattle behind the start/foul line during the delay. If cattle injury is a result of an unnecessary roughness on the part of the team they will be disqualified.
 5. If any cattle are brought across the start/foul line out of sequence, the judge will drop the flag signaling the timer to stop the clock. Team will receive a **NO TIME**.
 6. If a good cow returns to the cattle side of the arena after it is brought across the line, the team will be given a **NO TIME**.
 7. If a non-numbered cow crosses the start/foul line, the team will be given a **NO TIME**.
 8. In the event a team is given a number that has already been used improperly within a given herd, a rerun must be given immediately using the correct number in the same herd.
 9. In the event a mechanical or official error, the participating team may get a rerun at the end of that set of cattle with the same number cattle. If a rider falls off, that will result a disqualification.
 10. If for any reason a team does not show after the order of go has been drawn, their cattle number will be drawn to avoid changing the order of go for the contestants.
 11. At the end of the time limit the team will be given credit for cattle sorted within the allotted time.

TEAMS

1. 4-H members may be denied participation if deemed to be unsafe by the arena director at any given contest or clinic.
2. There will be no coaching or spotting (advising the team where the next cow is, what color it is etc...) from the audience. Cheering the team on and providing positive reinforcement is encouraged. Riders need to develop into a "team" thereby relying on each other to sort the cattle in the allotted time.
3. Good sportsmanship will prevail at all times. Any acts of misconduct by any teams or team member, i.e., arguing with judges, using profanity towards judge or official, etc, will be ground for disqualification or penalty assessment to be determined by the arena director. This rule applies to adult team members also and may result in expulsion from the event and/or program.
4. Sixty seconds after the last member of the team finishing, leaves the arena, the following team must be in the arena ready to ride. Any delay will be judged a **NO TIME**, unless waived for a good cause.