

## RANCH SORTING

Ranch sorting is a timed event class consisting of two riders with the objective of sorting ten head of cattle from one pen into another in a designated sequence. The team that sorts all ten head in the correct order with the fastest time will be declared the winner.

1. The basic concept of ranch sorting is that there are ten numbered cattle, 0-9, and two unnumbered cattle for a total 12 head at the beginning of a run behind a foul line in an arena with two people mounted on the other side of the foul line.
2. Ranch sorting will take place between two pens of approximately equal size with the Event Producer's option of working cattle back and forth or only one way. If cattle are to be worked back and forth, they need to be moved to the opposite pen and back before each new herd entering the arena is worked. Recommended sorting area to be 50' - 60' in diameter with no 90 degree corners, i.e. 60' round pen or octagonal 'stop sign' design.
3. The start foul line will be recommended as a 12' - 16' opening between the two pens.
4. There will be a 90, 75, or 60 second clock for each class, at the option of the Event Producer. Time will continue until all cattle are sorted or the time limit is reached.
5. A lap timer is to be used in sorting classes to eliminate ties only. As clarification, the lap timer will be utilized ONLY in the case of a situation where a tie (or ties) occurs, e.g., in a situation where a team sorts 8 head and has a time of 75 seconds with a lap time of 64.32, while another team sorts 10 head in 68.32 seconds, clearly the 10 head team will be in the lead. The lap timer will then be used only to break ties of all the 8 head runs in that go. Also, for breaking ties with multiple go rounds, the lap time will be the determining factor and eliminate the ties by setting the order of combined times for placing purposes.
6. There will be a minimum of one judge for sorting, to be positioned evenly with the foul line.
7. All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. At the conclusion of each run, the judge will designate the need to bunch cattle.
8. The judge will raise the flag to signal when the arena is ready. The flag will drop when the nose of the first horse crosses the start/foul line and the announcer will provide the number to be sorted first. The riders will be given their number instantly. Any delay in crossing the foul line may result in a 'no-time' for the team.

9. All cattle must have approved back numbers; neck numbers are not acceptable. The cattle are sorted in order. If any part of a numbered cow crosses the start/foul line prior to its correct order, then the team receives a no-time. If any part of a sorted cow re-crosses the start/foul line the team will be disqualified. If any part of any unnumbered cow crosses the foul line before the tenth cow is cleanly sorted, it will result in a no-time.

10. The order of sorting is determined by the picking of a random number by the announcer/timer and then that cow must be sorted first. For instance, if 5 is drawn as the first number, 5 is sorted first, then cow 6 must be sorted, 7, 8, 9, 0, 1 and so on. A cow is considered sorted when the entire cow is completely across the start/foul line.

11. If a numbered cow jumps any fence and either leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for that team at the end of the herd, (assuming it was not caused by roughing), and time cannot be improved.

12. Should a herd be numbered incorrectly or have too many non-numbered cattle, the team(s) may receive a re-ride.