

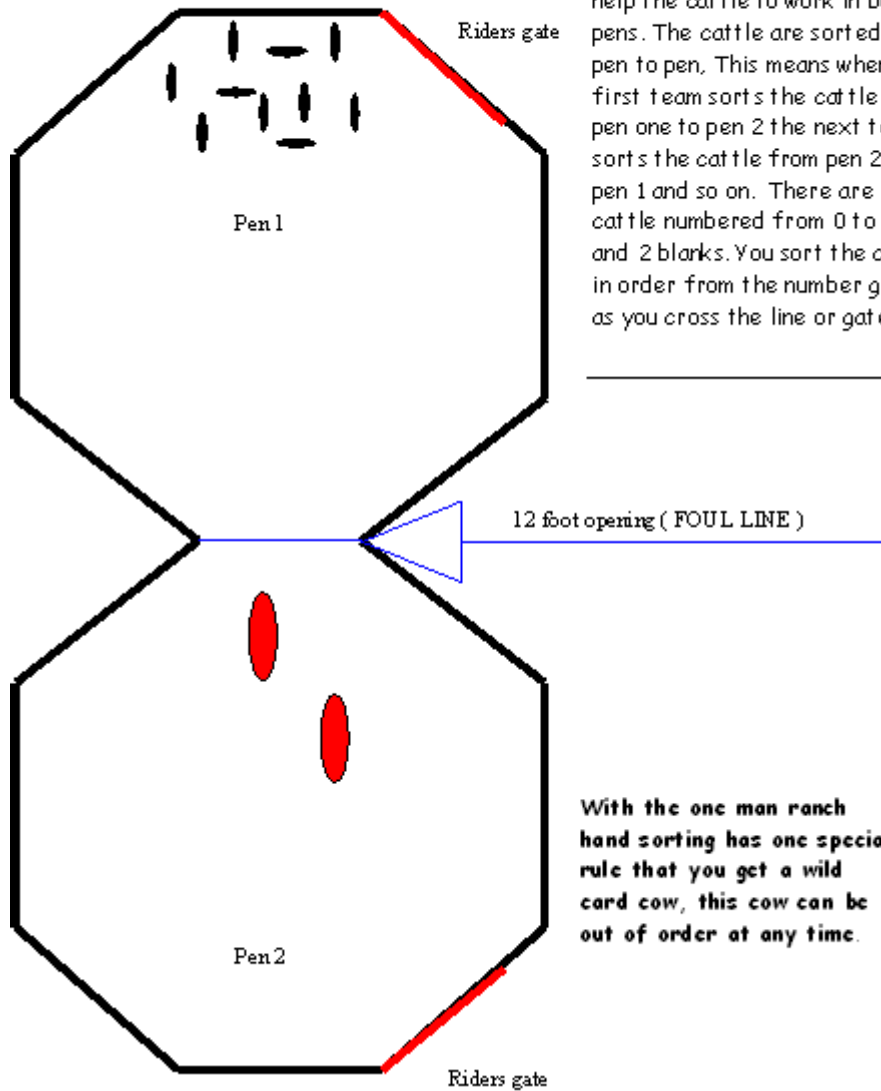
RAFTER M PERFORMANCE HORSES

2008

Basic Team Sorting Guidelines and Rules

1. A team will consist of 1, 2, & 3 riders, 2 riders is most common.
2. There shall be ten cows in the arena numbered 0 through 9 and two blank cows optional for a total of 12 cows at the beginning of a run. Singles runs may have ten numbered cows 0-9.
3. The start/foul line will be a 12 ft opening between the two pens of equal size. Approx 50 to 60 ft.
4. There will be 90-second time limit on each run with a 30 second warning.
5. The cattle will be bunched in the center of the pen on the back wall before the run begins.
6. Time begins when the nose of the first horse crosses the start/foul line and the judge drops the flag. The designated starting cattle number will be announced immediately after the flag drops
7. The team must sort the cattle in numerical order beginning with the designated starting number. A cow is considered sorted when the cow is completely across the start/foul line. If any part of a sorted cow re-crosses the start/foul the team will be disqualified. If any part of a cow that is out of numerical sequence crosses the start/foul line the team will be disqualified.
8. The team sorting the highest number of cattle in the fastest time wins. A team sorting cattle in two goes beats any team sorting cattle in only one go. A team sorting cattle in three goes beats any team sorting cattle in only one or two goes. All ties will advance to the next go or tie breaker run.
9. Singles sort ten cows with any one cow eligible to be a card sorted out of sequence without penalty.
10. Second goes will run in reverse order from the first go. The fastest fifty percent of team entries will compete the second and final go. (Optional)
11. Any reride given by the judge will begin with the same sorted cattle in the sorted end of the arena and the same time on the clock as when the judge stopped the clock. The judge may grant rerides if one of the following events occurs.
 - a. A nonsorted cow escapes the arena.
 - b. A cow's life or health is in jeopardy as determined by the judge.
 - c. A cow becomes unidentifiable during the run. (i.e.: a number comes off)
 - d. An official or mechanical error.In the event of any of the above occurring, the team will have the option of the following.
 - a. Accept as the number of cattle sorted at the occurrence, as the number of cattle sorted in the maximum time allowed. (the team score)
 - b. Ask immediately for a reride.
12. If a team observes a cow that is injured unworkable or unidentifiable, they may request the judge to replace the number before run begins. The Judge's decision is final
13. When the judge rules that a cow is injured, unworkable or unidentifiable before the run begins the cow will be replaced or renumbered. All previous times on the same herd will remain the same
14. All roughing calls will be made at the judges discretion. All judge's decisions are final!!!

Ranch Hand Sorting Arena diagram



Each pen is 50' to 60' in diameter. Move the fresh cattle in one pen & out the other three times. Then settle the cattle side to side and pen to pen. This will help the cattle to work in both pens. The cattle are sorted from pen to pen. This means when the first team sorts the cattle from pen one to pen 2 the next team sorts the cattle from pen 2 to pen 1 and so on. There are 10 cattle numbered from 0 to 9, and 2 blanks. You sort the cattle in order from the number given as you cross the line or gate.

With the one man ranch hand sorting has one special rule that you get a wild card cow, this cow can be out of order at any time.