

Team Sorting

Rules and Overview

Ranch sorting is an exciting sport in the area, and one that more closely approximates real ranch work. Here's how it works:

General Event Rules

1. Each team member is responsible for reading and understanding the Rules. Not following stated rules can and will result in time penalties or disqualification of event run as stated in Rules or at judges discretion.
2. All riders MUST have a completed and signed Participant Registration Form on file with The Open Gate Church. Not having a signed form on file could result in disqualification of team once event starts. Form includes Liability Release & current Coggins information. IMPORTANT! NO CURRENT NEGATIVE COGGINS - NO RIDE!
3. Open Gate Church reserves the right to refuse or revoke event entry for any participant or team they feel is not conducting themselves in a fair, courteous and Christlike manner. Contestants are expected to act in a way that will honor Christ at all times. No alcohol will be served or consumed during this rodeo. In addition we ask that the basic rules of polite conversation, sportsman like conduct, always be observed both inside and outside of the arena.
4. Western attire required! Cowboy hat or no hat acceptable. (No ball caps) Western shirt (no T-shirts) jeans, and boots.
5. Chaps/Chinks/Leggings are highly recommend but are NOT required.
6. No unnecessary roughness towards cattle, mounts, teammates or arena personnel will be tolerated and at judges discretion could result in disqualification of team. Abusive, foul, or profane language will not be tolerated, and will be grounds for disqualification.
7. Judges discretion will be used and decisions are final.

EVENT RULES

1. A small herd of numbered cattle are brought in, along with others that have no numbers.
2. A two person team enters.
3. Starting number for each team will be drawn when the team is in the arena.
4. After this, the cattle must be brought through the gate in numeric order, leaving the unnumbered cattle behind.
5. Any unnumbered cattle, or any cattle through the gate out of order results in a "no time."

6. There is a Two Minute time limit
7. Abuse of cattle or horses will be cause for disqualification for the run without refund of entry fees.
8. Use of foul language while participating in a sorting event will be cause for ejection from the event without refund of entry fees.
9. If one cow has a number that is faulty or missing, that cow can be used provided that the faulty cow is identified by the announcer over the PA system. If more than one cow has a number that is faulty or missing, then the faulty cows will be replaced.
10. Cattle will be settled after each run to the satisfaction of the next team.
11. Once committed to the cattle by crossing the foul line, the team is responsible for the cattle. It is the responsibility of the team, before working the cattle, to pull up and call for an arena director, if, in their opinion, there is an injured or unusable animal in the herd. Once the cattle are worked, no excuses are accepted.
12. You are to start with the starting number and continue in numerical order. For example, your number is 6, you must first sort out number 6, then 7, 8, 9, 0, 1, etc. Cattle are considered "sorted" when a front leg crosses the foul line. If any cattle cross the foul line out of sequence, the team shall be judged "no time". If any cattle already sorted come back across the foul line, the team shall be judged "no time".
13. You will continue to sort until all cattle are sorted or until you are out of time.
14. There is a 2 minute time limit. Teams will receive a 30 second warning.
15. You shall stop sorting if judged a "no time"
16. Teams are judged on the number of cattle sorted, not on the time it took to sort them.
- 17.** If all of the cattle are sorted, then time will become the determining factor. The clock will be stopped when the last cow crosses the foul line.
18. Hazing of cattle with hats, romal, or ropes will be cause for disqualification with no refund of entry fees. Slapping hand to leg or romal to leg is permitted.

19. Appeals of decisions of the flagger, if allowed, must be made before leaving the arena.

20. A "down cow" shall be defined as any animal that goes down behind the line, leaves or partially leaves the arena, or whose legs or body becomes entangled in the arena structure. In the case of a "down cow", any team member can stop the clock by raising their hand.
 - a. In the case of a down cow, the options include but are not limited to:
 1. If the cow is useable, allow the team to continue with the time remaining on the clock.
 2. Remove the faulty cow, replace with another cow, resettle the herd, and continue with the time remaining on the clock.
 3. Remove the faulty cow, resettle the herd, and start with the full time on the clock.
 4. Disqualify the team for unnecessary roughness.

- *The decision is based in part on the time during the run that the animal went down and under what conditions.

21. "Running down" of escaped cattle will be cause for disqualification. "Running down of escaped cattle " shall be defined as the chasing of an animal down the arena at high speed.

22. Awards will be based upon the best average of three runs.