

# Sort America

## Sorting Rules

1. 12 head or more with 10 head numbered 0-9.
2. Pen size no larger than 60' x 60' square with corners cut.
3. 12' gate (or opening) between pens (if 2 pens are used).
4. 90 second time limit - Time begins when the nose of the first horse crosses the plane of the gate.
5. Less than 90 seconds or Progressive time limits must be announced before go round begins.
6. Time is taken when total body of the last numbered calf crosses the plane of the gate.
7. As time begins the announcer calls a start number, cattle are then sorted in numerical order.
8. The goal is to have the most cattle sorted in the least amount of time, without a foul or disqualification.
9. In a single go event the most cattle sorted in the least amount of time wins.
10. In multiple go-round events the teams that sort in each go will beat the teams or individual that fail to sort or have a no time in go-round regardless of the number of cattle sorted or time. For example: Times in 3 go- rounds beat times in a 2 go-rounds : times in a 2 go-rounds beat times in a 1 go round.
11. A foul or disqualification is assessed if any part of a calf out of sequence or un-numbered, cross the plane of the gate, or any part of any calf returns back across the plane of the gate.
12. 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) ; Escaped calf; Mechanical failure; Un-sportsman like conduct of an exhibitor; Act of God.
13. If less than 10 head are sorted in the 90 seconds, the teams or individual's recorded time will be that number at the time the last calf crosses the plane of the gate.
14. For any calf to be counted, his total body must clear the plane of the gate.
15. Calves must be sorted in correct order and total body must clear to be counted, but need not clear each other (may overlap).
16. At least one Judge will make final decisions from a position in clear view of the plane of the gate.
17. Each calf will be timed to eliminate the possibilities of ties.
18. Contact with the cattle by hands, rope, hats, rommels or any other equipment is a disqualification. A team exhibiting any unnecessary roughness will be judges a no time. No hazing with whips, hats or ropes, rommels or reins will be allowed.

**19.** 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.

**20.** Once committed to the cattle, the team is completely responsible for their animals. It is the team's responsibility before working the cattle to pull up and call for a judge, if in their opinion; there is an injured or unusable animal in their numbered cattle. Once the cattle are worked, no excuses are accepted.

**21.** 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.

**22.** All contestants should wear western attire.

**23.** Decisions of the judges are final. No Judge may enter in any event that he /she judges at major events.

**24.** In the event of mechanical or official error, the participating team may get a re-ride at the end of that set of cattle with the same numbered cattle. If a rider falls off, they may not sort cattle in any way on foot and must be remounted on their horse before any time can be called for the team.

**25.** 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.

**26.** Any tie with ten head involved , the ten head tie will beat the tie with no ten regardless of the lap timer.

**27.** Roughing and re-ride calls are made at the discretion of the judge.

Judges options are:

- Give a complete re-ride
- Give a re-ride with cattle sorted and time sorted in.
- To assess a no time
- To assess a time penalty.

**28.** Once a rider commits all judgments made by the judge are final.