



SWTPA Ranch Sorting Guidelines and Rules

What is Ranch Sorting

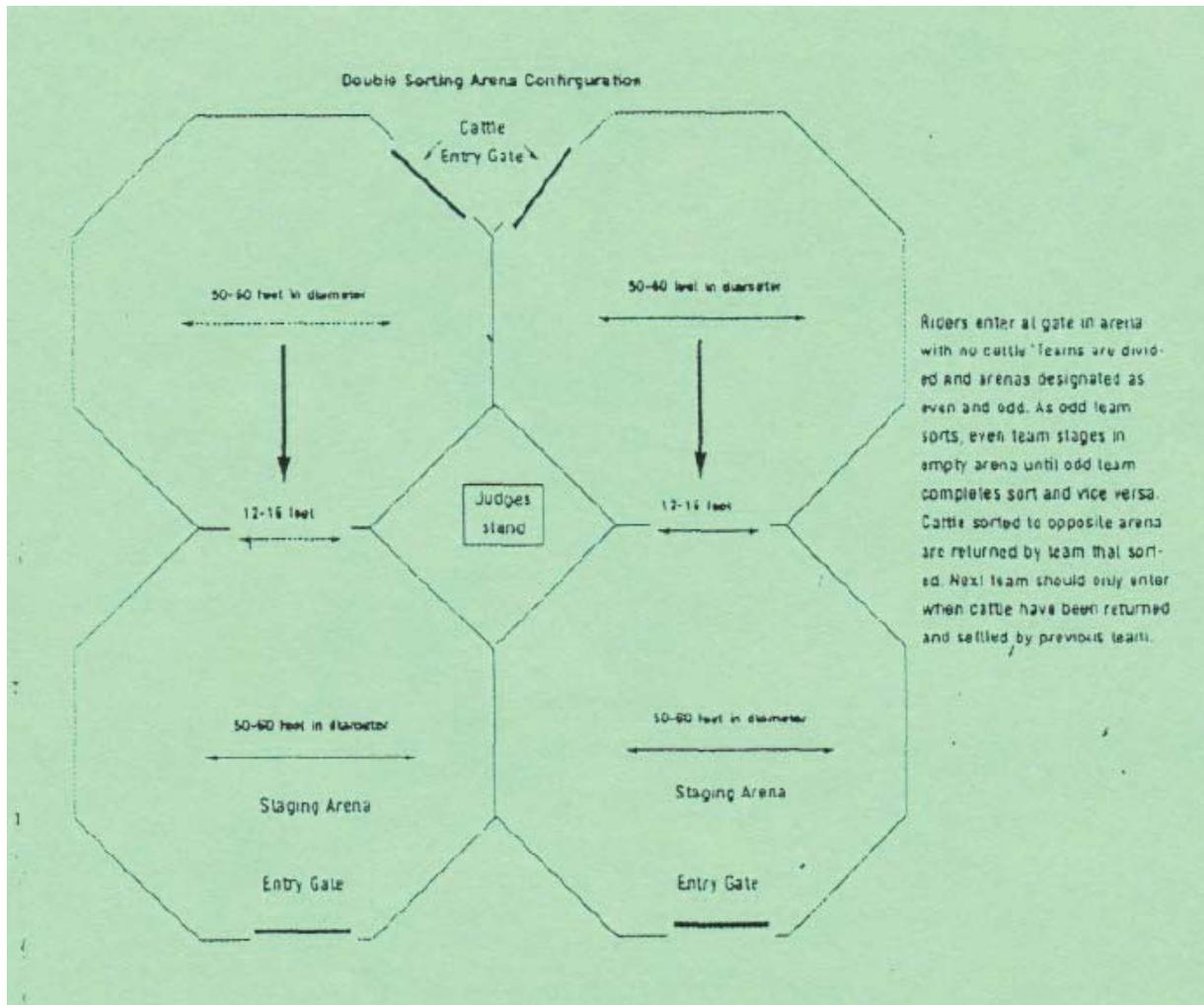
Ranch Sorting is a family-oriented, ranch-style, fun equine sport that any level of rider can compete in. A team of two riders enters the sorting pens, containing 11 head of cattle. Ten of the cattle are numbered 0 through 9, and one of the cattle is unmarked. The two riders are randomly called a number and have exactly 60 seconds to numerically sort the 10 head of the numbered cattle into the opposite pen. For example, a run starts as the horse's nose crosses the foul line and the judge has dropped the flag. As the flag is dropped a number will be called to start the sorting order.

Settling Cattle

- Each arena and set of cattle are different and for that reason, the arena director should make a decision and advise the judge on which way the cattle should be settled to maintain fairness to the contestant and the well-being of the cattle.
- The cattle will be rotated at the end of every set of ten (10) teams during the first go and before the start of the final go. If there is an uneven number of teams to run on a herd, the arena director will advise the judge and must be announced before the division starts one of the following options:
 - Y Run 10 teams per herd and then the remaining teams that are less than ten on the final herd.
 - Y Divide the herds equally by the number of teams.
 - Y In extreme weather conditions and at the discretion of the arena director and/or judges, cattle may be changed with less than 10 teams running on them.
- All cattle must have SWTPA approved back numbers; neck numbers are not acceptable. All cattle will be bunched on the cattle side of the sorting pens within the designated area before the time begins. Judges will designate the need to bunch cattle.

Sorting Pens:

- Ranch sorting will take place between two pens of approximately equal size with the option of working cattle back and forth or only one way. Two Ranch Sorting arenas may be placed side by side with teams alternating odd and even numbers. Cattle will be settled on sorting side of the start/foul line prior to the run and at the judges' discretion.
- Recommended Sorting Pen Sizes – Recommended sorting area to be 50' - 60' in diameter with no 90-degree corners, i.e. 60' round pen or octagonal 'stop sign' design. The gate opening, aka: start/foul line will be recommended as a 12' opening between two pens. However, 12' to 16' is acceptable.



Ranch Sorting Classes:

- Ranch Sorting Classes will begin at 8:00 a.m. books will open at 7:00 a.m.
- There will be a limit of five (5) rides per sorting division per person. All sorting divisions will have a mandatory one (1) draw ride with the exception* of the #9 mixed, and youth sorting divisions.
* #9 mixed sorting division has a five (5) pick team limit. This is a pick only sorting division, where there are no draws accepted. Therefore, this will be the exception to the mandatory one (1) draw rule. The Youth is an all draw.
- There will be a limit of five (5) rides per sorting division per person, with one ride being a mandatory draw.
 - Examples:
 - i. If you ride one pick team – you will be put into one mandatory draw team – making two (2) rides total.
 - ii. If you ride 4 pick teams – you will be put into one mandatory draw team – making your limit of five (5) rides.
 - iii. If you draw once – this will be considered as your one mandatory draw team – making one (1) ride total. You also have the option to draw in for all 5 rides.
 - iv. All members of a team must enter on the same entry form and be responsible for their own rides. Each person is responsible for his or her own entry, regardless of age.
- At no time can two identical teams ride together unless it is the result of the draw.
 1. The running order will be drawn by electronic or manually. Back-to-back rides may be unavoidable.
 2. The running order of each division will be announced by calling the team member names. That announcement will designate the numerical running order of the competition.
 3. When a team completes their run, it is the responsibility of the team members to group the cattle together for the next team and hold herd.

Standard Point System:

Place	Points	Place	Points
1 st	10	6 th	5
2 nd	9	7 th	4
3 rd	8	8 th	3
4 th	7	9 th	2
5 th	6	10 th	1

Payback: 50% - 50 or less teams & 60% - 51 or more teams

# of Teams	Places	% Paid
	Paid	
2 to 10	1	100
11 to 20	2	60,40
21 to 30	3	50,30,20
31 to 40	4	40,30,20,10
41 & over	5	30,25,20,15,10

Payouts

- 50% - payback 50 or fewer Teams
- 60% - payback with 51 or more teams

Sorting Classes – Will Start at 8:00 a.m. (books open at 7:00 a.m.)

- 60-second clock.
- All sorting classes are progressive. You must sort to proceed.
- Final go will be up to 10 teams, 45 teams will bring back 15, 60 teams will bring back 20.
- 5 ride limit - must draw 1 or can draw all - with the exception* of the #9 mixed. And youth sorting divisions.
- Change 1 rider rule applies on pick teams. If you have no pick teams you may draw 1 to 5 times.

Ranch-Sorting Rules

- Each team will have 60 seconds in which to sort as many cattle in numerical order as their remaining time allows.
- Starting the run - All cattle will be bunched on the cattle side of the sorting pen, before the time begins. The judge will raise the flag to signal when the sorting pen is ready. The flag will drop when the nose of the first horse crosses the start/foul line. The riders will be given their cattle number instantly. Any delay in crossing the start/foul line can result in a no time.
- Cattle numbers will be drawn either manually or electronically.
- If the numbered cattle are sorted out of order or if the un-numbered cow crosses the start/foul line prior to all cattle being completely and cleanly sorted, the team will be judged a 'no time'.
- If any part of the cow crosses the foul line out of order, the team will be judged a 'no time'.
- Teams moving to second go will beat teams in only one go, regardless of the number of cattle sorted or the time.

- Escaped cattle - If a sorted cow escapes prior to a team completing their 60-second run, they will be judged a 'no-time'. An escaped cow is one with any part of the animal re-crossing the start/foul line the team will be judged a no time.
- Hazing - Contact with cattle by hands, feet, ropes, bats, or any other equipment, including but not limited to hazing with apparel or waving your hat in a manner to spook cattle will result in a 'no time'.
- Spotting cattle - Spotting cattle in the herd for any team in the sorting pens, by any person outside the sorting pens, is prohibited. Any form of assisting a team in the sorting pens with finding the location of any of their cattle, will at the judge's discretion, subject the team in the sorting arena to disqualification. Any team disqualified by a judge for spotting will receive a 'no-time'.
- Riders must be mounted when working cattle. Any attempt to work cattle on foot will be judged a 'no-time'.
- When a team completes their run, it is the responsibility of the team members to group the cattle together for the next team and holds the herd.
- The next team entering the sorting pens has 30 seconds to enter the pens and cross the start/foul line following the previous teams run. Upon the decision by the Judges, the announcer will call the team a no time unless waived for a good cause. No team member may enter the sorting pens after the time has started.
- All SWTPA sanctioned divisions are progressive. You must sort in each go round to advance. Running order for the next go will be drawn either manually or electronically.
- A lap timer or split timer will be used to determine the number of cattle sorted and at what time the last cow completely crossed through the gate.
- Ranch Sorting rules are not inclusive of all rules and regulations for SWTPA sanctioned shows. If a situation arises in which SWTPA does not have a rule, the SWTPA board will meet to discuss the issue.

All rules & guidelines contained within SWTPA handbook are subject to revision and/or updates. All announcements at the show supersede anything in previous writing.

Substitution of a rider

- In extreme instances, substitution of a rider after a team has made its original ride may be allowed at the discretion of the judge for compassionate reasons. The show secretary must be notified to ensure that monies are awarded to the appropriate rider in each go. Substitute riders must have available rides in order not to exceed the five-ride limit in that class.

Reasons for re-ride

- Should a herd be miss numbered or have too many or too few non-numbered cattle, only the team that is in the arena at the time the problem is identified will receive a re-ride. The re-ride will be a clean slate and will be done immediately.
- If a Rider protest a cow and a decision is made to pull the cow or the Arena Director or Judge pull a cow: A re-ride option will be given to all previous teams that rode on that herd during that set.
- In the rare instance that a team rides out of order, their time and number of cattle will stand. No re-ride will be given for teams riding out of order. Once the problem is identified, the going forward teams will be correctly aligned.

Disputes/Protest

- If a team has a dispute pertaining to a run, before the team leaves the arena they must call for the Arena Director. The team will then immediately file the protest with the Arena Director, putting up a \$100 deposit for the final decision.
- The Arena Director will present said dispute and the \$100 deposit to the Judges. The Arena Director-in-Charge will immediately present the findings and reasons to the protesting parties. Protest results will be decided and announced after the last team but prior to that set of cattle exiting the arena. If sustained, the team will get its money back, if not the money will go to the Association.

WARNING

Under Texas Law (Chapter 87, Civil Practice and Remedies Code). An Equine Professional is NOT liable for any injury to or the death of a participant in Equine activities resulting from the inherent risks of Equine activities.

Any member suing, attempting to sue, or seeking monetary damages for any reason including but not limited to: expense or injury will have their membership revoked and be barred from SWTPA of Texas