



# American Ranch Horse Association

## TEAM SORTING (Timed Event)

- a) In a 2-minute time limit, a team of three shall sort out and move 10 head of cattle across the foul/start line in numerical order. The fastest time, or most cattle sorted, wins.
- b) Cattle shall be clearly numbered from 0-9 and bunched on cattle side of starting/foul line.
- c) An imaginary line between 2 colored posts or flags shall serve as the starting line for time and a boundary line for cattle. In order to promote the highest standards of horsemanship and cattle skills, the start/foul line will be a distance of 40/60 percent of the arena with the cattle being contained in the 40%.
- d) Three horseback contestants, forming a team, ride to starting line and wait for announcer to draw a number from 0-9. The number is called out and team may begin. Timing begins when first horse's nose crosses the start line.
- e) The number called out must be the first animal sorted. Sorting then continues in numerical order. If #4 is called the team must sort #4 across the line first, followed by 5,6,7,8,9,0,1,2,3.
- f) Cattle must be sorted and cross the line in proper numerical order.
- g) Disqualification is called if cattle cross the line out of order or pass back across the line and retreat to the original side.
- h) Teams must be given a warning when 30 seconds remain.
- i) The judge or judge and flagman must be seated at the start/foul line.
- j) There must be 2 timekeepers; first timer shall be the official time, with second timer for backup.
- k) Timekeepers must be at foul/start line unless flagman is used, and must be in position to see flagman clearly.
- l) Judge will keep time and determine which cattle have crossed prior to time limit and judge any disqualifications.
- m) If animal leaves arena of it's own accord, team may be given a re-run.
- n) The team can be disqualified if animal leaves arena due to unnecessary roughness. The judge's decision is final.
- o) A team may be disqualified for unnecessary roughness to cattle or horses or any unsportsmanlike conduct.
- p) The rider can make no contact with the cattle.
- q) A change of one horse/rider combination constitutes a new team.
- r) At time of entry, rider must declare team that will count for points. Only one set of points will be earned per horse at show for the class.