



Team Sorting Rulebook
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Contest Classes

2 Man Sorting - This is a 2-man team sorting ten cattle numbered zero through nine and one unnumbered cow for a total of 11 head. An event Director has the option to add 1 more unnumbered cow. The run starts with the 2-man team on the opposite side of the start/foul line from cattle.

3 Man Sorting – This is a 3-man team sorting ten cattle numbered zero through nine and one unnumbered cow for a total of 11 head. An event Director has the option to add 1 more unnumbered cow. The run starts with the 3-man team on the opposite side of the start/foul line from cattle.

1-man Sorting – This is a 1-man team sorting ten cattle numbered zero through nine and one unnumbered cow for a total of 11 head. An event Director has the option to add 1 more unnumbered cow. The run starts with the 1-man on the opposite side of the start/foul line from cattle.

Class Format

Multi Group Round Robin Format – This is a Two Go class. All groups and teams are created dynamically. Within each assigned group, a rider will ride at least once with every other rider. This is a single-entry, “draw only” class. No picks are allowed. All cow counts and times are accumulated for each rider, and the rider(s) in each group with the most cows in the least times moves on to the 2nd or Final Go. The Final Go teams are created dynamically and will be a round robin format, each rider riding once with every other rider. The payout goes to the rider(s) (not the team) with the most cows in the least time. Points are awarded to the top 10 riders, to be used for prize series awards.

Ranch Sorting Rules

Ranch sorting is typically a 1, 2, or 3-man team sorting 10 cattle numbered 0-9 and 1 unnumbered cow for a total of 11 head. A Director has the option to add 1 more unnumbered cow. A run starts with team members on opposite side of start line from cattle.

Team Entry, Formation, Substitutions

- I. Riders must enter the competition in a timely manner as specified in the event flier. Riders arriving late may call the show secretary to announce their intention to ride but must have pre-paid entry fees and be ready to ride by the starting time. Riders attempting to enter after the specified time deadline will not be allowed to ride.
- II. If one or two team members cannot complete a sorting, the remaining team member may elect to finish the run or request a substitute rider.
- III. Substitute riders will be identified at the beginning of the event and will act as the substitute (ghost rider) for teams as needed during a single event.

Settling of Herds

There will be 10 cattle in the arena numbered 0-9. There may be 1-2 cattle with no tags added at the discretion of the Director. Generally, a sorting series (e.g. summer, winter) will have the same herd composition of numbered and un-numbered cattle. At the event Director's discretion, fresh herds will be settled for three minutes, bunched on one side, rolled two-to-three times (depending on the cattle) rolled through the gate single file as best as can be done, not one cow at a time.

Rider Delay

The team must be in the pen ready to ride 30 seconds after being called to the pen by the announcer. Any delay (e.g., late arrival to pen, excessive strategy discussion in the pen, horse not ready) will be judged a disqualification at the Judge's discretion. Teams should discuss strategy or school your horses before entering the pen.

Time Limit

Rides will be 60, 75, or 90 seconds at an individual event, at the option of the Director and as specified in the event flier. The time limit generally will not change during a prize series unless circumstances warrant change by the Director.

Cattle Sorted

Teams are judged on total number of cattle sorted and on the time of the last cow sorted clean.

- I. A cow is sorted when the complete cow crosses the start line.
- II. If a cow is sorted out of order, it is a "*No-Time*"; if any part of an un-numbered cow crosses the start line the team receives a "*No-Time*".
- III. If any part of the cow crosses back over from the holding pen after it has been sorted, then the team is disqualified and receives a "*No-Time*".
- IV. Each cow will be timed as it is sorted, and the clock will be stopped when the 10th cow completely crosses the line. The 10th cow has to be all the way clean. No dirty cow, or part of a dirty cow, may be beside the 10th cow when crossing.
- V. Cattle in sequence may cross side-to-side as long as the correct numbered cow is a nose ahead.
- VI. In case of a foul (e.g., cow escapes pen), the team can ask for a re-ride or accept the number of cattle sorted at the time foul occurred. Time will be based on the last sorted clean cow prior to the foul. In case of a mechanical error or foul (i.e., clock not being reset), the team has the option of an immediate re-ride or continuing with the appropriate time added onto the clock.
- VII. Better time on re-ride: A team cannot better their time on a rerun, unless allowed in a specific rule (see Re-rides below).

Commitment to Cattle

It is the responsibility of the team to report to the Judge and injured or mis-labeled animal, before working the cattle. Once committed to cattle by the horse breaking the start line, the

team is responsible for the cattle. Once the cattle are worked, no excuses are accepted for cattle.

Cattle Contact

Contact with cattle by hands, hats, rope, bats, rommel or any other equipment is a disqualification. A team exhibiting any unnecessary roughness (see below) will be judged a "No-Time." Hazing with whips, hats, ropes, or any other equipment is not allowed. Hazing by a dismounted rider is prohibited and will result in a "No-Time". Only horse-schooling equipment, such as rommel or reins, may be swung or popped on horse; or empty hands popped on chaps or leg.

Spotting Cattle

Any way of assisting a team in the arena with finding the location of their appropriate numbered cow (spotting) is prohibited. However, coaching a team is allowed and encouraged, so long as the person coaching is not 'spotting' for the team. The Judge will first issue a warning to bystander(s); if spotting persists by any bystander the offending bystander(s) may be assessed a \$25 fine, to be paid before any further sorting on their part. If the offending bystander commits a third offense they can be ejected from the arena or banned from future competitions.

I. Examples of Spotting (Prohibited):

1. Calling a number to the team
2. Pointing out where in the herd or arena the next number cow is located by saying right or left, front or back, etc.
3. Calling out colors of cattle (i.e. red, white, black, or black-baldy, etc.)

II. Examples of Coaching (Allowed):

1. Go with the 'trash' or 'dirty'
2. 'Step Up'
3. 'Make Noise'
4. 'Off Wall'
5. 'Hurry' and/or 'Slowdown'
6. Any coaching of horsemanship to cutter or gate person (i.e. shape, position, backup, etc.)

Reasons for Re-rides

Mis-numbered Cattle: In the event that cattle are mis-numbered a rerun must be given at the end of the herd. Times for all other teams within such a mis-numbered herd will remain the same.

Duplicate Number: In the event a team is given a number that has already been used within a given herd, a rerun must be given immediately using the correct number within the same herd. A team may better their time on the rerun. Should the error be discovered after their herd has been removed from the arena, then the rerun will be given at the end of the total go-round, using the same herd.

Escaping Animal: If an animal leaves the arena either through, or over the fence, the team can either be disqualified for unnecessary roughness or be given a rerun depending on the observing Judge's decision. If a rerun is given, it must be given immediately.

Riders Commitment to Cattle: Once committed to the cattle, a 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 animal in their herd, as evidenced by obvious injury or lying down. Depending on results of inspection of the animal, it will be the Judge's discretion whether the team's decision to pull up will result in a rerun or disqualification. An animal lying down without obvious injury is not grounds for exclusion. Once the cattle are worked, no excuses are accepted.

Progressive or Short Go Re-ride: In a progressive or short go where the sequence of goes is drawn, in the event of a rerun, it will be held immediately to continue sequence as drawn.

Mechanical or Official Errors: In the event of mechanical or official error, the participating team shall have the option to accept their score or get a rerun immediately.

Downed or Stuck Cattle: Re-rides may be given for downed or stuck cattle at the Judges' discretion. In these cases, the team sorting will be given the option to take their time on the number of cattle sorted when the run is stopped by the Judge or re-ride immediately with the same number beginning at a time of zero

Disputes

Grievances

In the case of a dispute, the team may file a grievance by informing the Judge *prior to leaving the arena* they wish to do so. They must advance \$50 to the show secretary, and a grievance committee will be called to settle the dispute. If the grievance is upheld, the team receives their money back. If for some reason the team is disqualified after leaving the arena, the grievance will be accepted, providing it is filed immediately following the disqualification. A decision shall be made before the end of that go-round.

Judge's Decision Final Decisions of the Judges are final.

Team / Rider Disqualifications

An entire team or a participant will be disqualified by a Judge, at his or her discretion, for any action he or she feels to be unnecessary roughness to the cattle. An entire team or a participant can be disqualified by a Judge or attending Director(s) for any and all unsportsmanlike conduct.

Unsportsmanlike conduct includes, but is not limited to the following at any ARA sponsored, sanctioned, or approved event:

- I. **Profanity and threatening actions:** The use of profanity or threatening actions directed to another participant, event officials, officers, agents, volunteers, stock contractor, bystanders, animals, or property is prohibited.

- II. **Intoxication or Disorderly Conduct:** Alcohol consumption is allowed on ARA property. However, public intoxication or otherwise disorderly conduct that does or may cause physical or mental injury to another participant, event officials, officers, agents, volunteers, stock contractor, any bystanders, animals, and property is prohibited.
- III. **Inhumane Treatment:** Inhumane treatment to horses, including, but not limited to, physical abuse towards the animal by the rider or owner that injures the horse or competing on an animal that is visibly hurt, or lame is prohibited

In the case of any infraction of unsportsmanlike conduct a letter from the ARA Board will be issued for a first offense; a \$250 fine will be levied for the second offense, and the rider will be banned from sorting for a third offense. The individual will not be allowed to compete in further sorting until the fine is paid and may be removed from the event premises by any means deemed necessary by the Judge or an ARA Director.

Roughing includes, but is not limited to, running over cattle with horses, stepping on cattle while in pursuit, running through the herd in such a manner that the cattle are knocked down or off stride, horses consistently biting the cattle, and entering the pen with such force on the cattle causing them to collide with the pen panels. The Judge has the discretion to issue a warning at the end of the run, or to disqualify the team with a “No Time” during the run if roughing is excessive.

After a team's time has expired, a warning may be given or a \$25 fine assessed, if a team member continues to work cattle other than to gather the herd for the next team, or a team member exhibits any unnecessary roughness or contact with cattle. If excessive roughness continues, any team or team member may be assessed an additional fine and/or disqualification by the Judge, from that day's event. There will be no refunds.

General Guidelines

Riding Apparel & Helmets

- I. All contestants and Judges must wear a shirt (T or buttoned), long pants, and riding shoes/boots with at least a 1” heel.
- II. All riders must sign a waiver at their first sorting of the year indicating they will or will not wear a riding helmet and releasing Appleatchee Riders Association of all liability. Appleatchee members will have signed such an agreement with their membership application.
- III. A rider will be warned of the dress code infraction and if it is not remedied, a \$10 fine will be assessed, up to a maximum of \$50 if repeatedly ignored. A competitor will not be able to compete in further go-rounds or events until the fine is paid in full.

Severe Adverse Conditions

Event conditions may be adjusted at the discretion of the Judges, Director, ARA Team Sorting committee as a governing body.

Cattle Rotation and Usage

Herd rotation and cattle usage will be at the discretion of the Arena Director(s) and/or Judges including, but not limited to, removing injured and unsafe cattle.

Team Scratches

If for any reason a team scratches after they have run in the first go. There will be no refunds.

ADA Guidelines

ARA will follow ADA guidelines to provide disabled participants reasonable accommodations to allow an equal opportunity to compete.

Payout Scale

A minimum of 50% must be paid to average. Refer to the chart below for suggested payout schedule:

# of Riders	Places	Percentage Splits								
2-8	2	60%	40%							
9-20	3	50%	30%	20%						
21-27	4	40%	30%	20%	10%					
28-34	5	38%	25%	16%	12%	9%				
35-41	6	36%	23%	15%	10%	9%	7%			
42-55	7	34%	21%	14%	10%	8%	7%	6%		
56+	8	32%	20%	13%	9%	8%	7%	6%	5%	

- I. “Fast Time” cash prize at monthly competitions. A cash prize for best run may be awarded at the monthly competition at the discretion of the Director. Fast Time is defined as the most cattle sorted in the shortest time. The money for this prize comes off the top of the cash pool for prizes before it is divided up to pay winners.

Rule Changes

Rule changes should be proposed to the sorting Director (i.e. the Team Sorting Division Chair). The Director will convene, as needed, an *ad hoc* committee of ARA members who sort regularly and constitute the core of the local program. For voting purposes, the

committee will at least consist of the Director, show secretary, and three other ARA members who sort regularly. If the rule change involves cattle usage, then the chair of the ARA roping division must be present or consulted prior to the meeting. Decisions will be made by consensus, if possible, or a majority if consensus cannot be reached. Notes from the meeting should be filed for the record. New rules will not be implemented until the beginning of the next sorting series unless there is a compelling reason to change in mid-series (e.g. clarifying roughage or coaching rules).

Arena Size

The two connected pens in the sorting arena will generally have a diameter of 60' for 2-man and 3-man sorting. At the discretion of the Director 70' pens may be used for 3-man sorting. For 60' pens, the distance from the center of each pen to the gate opening is 24', and the gate (opening between the two pens) will be 12' wide. The wings of the gate will generally be the length of one panel, usually 12'.

