

Sorting Rules

Below are the CTCPA Recommended rules that govern Team Sorting.

- The basic concept of Ranch Sorting is that there are ten numbered cattle, 0-9, and two unnumbered cattle for a total of 12 head at the beginning of a run behind a foul line in an arena with two or three people mounted on the other side of the foul line.
- Ranch Sorting may be either 2-man or 3-man, at Event Producer's option.
- Ranch Sorting will take place between two pens of approximately equal size with the Event Producer's option of working cattle back and forth or only one way.
- If cattle are to be worked back and forth then they need to be moved to the opposite pen and back before each new herd entering the arena is worked.
- All cattle must have approved back numbers; neck numbers are not acceptable.
- Recommend sorting area to be 50-60 feet in diameter with no 90 degree corners, i.e. 60 foot round pen or octagonal "stop sign" design.
- The start foul line will be recommended as a 16 foot opening, but no smaller than 12 foot opening between the two pens.
- There will be either a 90, 75, or 60 second clock for each class, at the option of the Event Producer.
- All team sorting shows will be required to use an electronic display clock.
- Time will continue until all cattle are sorted or the time limit is reached.
- All cattle will be bunched on the cattle side of the gate within the designated area before the time begins. Judges will designate the need to bunch cattle.
- The judge will raise the flag to signal when the arena is ready. The flag will drop when the nose of the first horse crosses the start/foul line and the announcer will provide the number to be sorted first. The riders will be given their number instantly. Any delay in crossing the foul line may result in a "no-time" for the team.
- The cows are sorted in order; if any part of a numbered cow or a blank cow crosses the start/foul line prior to its correct order, then the team receives a no time. If any part of a sorted cow re-crosses the start/foul line the team will be disqualified.
- The order of sorting is determined by the picking of a random number by the Announcer/Timer and then that cow must be sorted first; for instance if 5, is drawn as the first number, then the 6 cow must be sorted, 7, 8, 9, 0, 1 and so on.
- A cow is considered sorted when the cow is completely across the start/foul line.
- A rider can ride three times per class and must change at least one rider on each team.
- The minimum number of goes shall be 100% to the first go; 30%-50% to the second go; and the Top 10 to the finals. If over 100 teams, 30%-50% to the second go and Top 20 to the finals.

- Teams sorting in three goes, place higher than teams sorting in two goes; teams sorting in two goes place higher than teams sorting in one go, no matter how many cattle were sorted or time accrued.
- The promoter must have enough cattle that no herd is re-sorted during the first go of the Open Sorting Class.
- All ties to be brought back to the finals unless greater than 5 additional positions are created. All ties that are run off will be drawn for position of go.