1. Team Sorting Objective

The basic concept of Team Sorting is that there are ten cattle numbered 0-9, and one or two unnumbered cattle (for a total of 11 or 12 head, number of unnumbered cattle can only be change after the completion of a go-round) at the beginning of a run behind a foul line with two people mounted on the other side of a foul line. A number is called, and the cattle are sorted from the back across the foul line in numerical order beginning with the assigned number. The most cattle sorted in the fastest time wins.

2. Sorting Pens

Team Sorting will take place between two pens of approximately equal size with show management's option of working cattle back and forth or only one way. If cattle are to be worked back and forth, they need to be moved to the opposite pen and back twice before each new herd entering the pen is worked. Recommended sorting area is to be 50-60 feet in diameter with no 90-degree corners, i.e., 60' foot round pen or octagonal (stop sign) design or have a 20' straight side wall with rounded or octagonal corners.

If cattle are to be sorted one way only, the cattle exit / entry gate shall be placed on the sort side of pen and the rider entry/exit gate on sorted side of pen.

If utilizing a person less rider entry / exit gate, it will be placed in the non-sort end of the sorting pens. When a competing team's run is complete, they will leave the arena immediately after the next competing team has entered the holding end of sorting pen. This next competing team will gather the cattle and bring the cattle back to the sorting end, push back cattle to bunch near back center and position themselves to start their run. The judge will determine when cattle are ready for next run.
The next competing team will position themselves in the entry / exit gate to ensure no animal escape the holding pen

3. Gate Opening

The start foul line is recommended to be a 12' foot opening between the two pens.

4. Time Limits/ Time Clock

There will be 60 second allotted time limit for the class. The official clock will be the electronic display clock-split timer set at .01 seconds past the maximum time designated for the class I.E., 60.01 seconds. The official time of each run is determined by the amount of time used until all 10 cattle are sorted or the time limit has expired. Should a split timer function not be available then a stopwatch with a split timer will be used and will also be the backup timer in the event of a malfunction of the electronic display clock. Split times only come into play when the cattle count is identical.

5. Cattle Herds

The show secretary shall divide the number of teams as close as possible so that all herds will be run on an equal number of numbers being used.

i.e., If there are 27 teams then there will be 3 herds of 9 numbers used, 53 teams would have 5 herds at 9 numbers and 1 herd @ 8
All herds will be changed out at end of round regardless of how many are left unused.

6. Judges

There will be one judge (and one split timer should an electronic display clock not be available) on the judge's stand positioned evenly with the foul line.

7. Starting the run

All cattle proved must have back numbers or neckband numbers and will be bunched on the cattle side of the gate within the designated area. The judge will designate the need to bunch the cattle. The judge will notify the announcer to signal when the arena is ready. The time clock will start when the nose of the first horse crosses the start/foul line and the announcer will immediately provide the number to be sorted first. Any delay in crossing the foul line may result in a "no time" for the team.

Teams delaying in entering the arena within a 30 second time limit between teams will be disqualified (unless waived for worthy cause) from competing in that class for that day and will forfeit their entry fee. The order of sorting is determined by picking a random number by the Announcer/Timer and that cow must be sorted first. For example, if # 6 is drawn then # 6 must be sorted first then cow # 7, #8, # 9 and so on. A cow is considered sorted when the entire cow is completely across the start/foul line. If any part of a numbered cow crosses the start/foul line prior to its correct order, then the team receives a no time.

Note: in the situation where more than one cow is sorted at the same time i.e.(pair's) then cow #6 must start first and clear the plane of the gate before the tail of cow # 7. If any part of a sorted cow re-crosses the start/foul line the team will be disqualified. If any part of any unnumbered cow crosses the foul line before the tenth cow is cleanly sorted it will result in a no time.

8. Roughing

Includes but is not limited to running over cattle with horses, stepping on cattle (Clipping) while in pursuit, running through the herd in such a manner that cattle are knocked down or pushed off stride, horses consistently biting cattle, entering the pen or sorting with such force that the cattle jump other cattle, cattle leave the arena or collide with the perimeter of the sorting pen.

9. Re-Start & Re-Ride Situations

A. If there is a malfunction of the pen, equipment, computer/timer, or a numbered cow jumps any fence and leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for the team immediately providing it was not caused by roughing of the cattle. In the instance of a re-ride, the competitors will receive a full 60 second clock but their time cannot be improved, however the number of cattle sorted in the allotted time can be improved.
Example: If a team sorted 5 head in 55 seconds when the cow jumped the fence, they would get a re-ride with the full 60 second clock.
In the re-ride the same team sorted 10 head in 50 seconds. Their official time would be 10 head in 55 seconds.

B. Should a herd be numbered incorrectly or have too many or too few nonnumbered cattle, only the team that is in the arena at the time the error was discovered will receive a re-ride. The re-ride will be done immediately without any time penalty.

C. If a team is given a number that has already been used within the same herd, a restart must be given immediately using the correct number within the same herd.

D. If a team observes an unfit, injured, or unidentified animal before committing to the cattle, the team must notify the judge. Once the team has crossed the foul line and the flag has been dropped no re-ride will be granted. Luck of the draw will apply.

E. In the event a team rides out of order, their time and number of cattle will stand. No rerun will be given for the teams riding out of order. Once the problem is identified the next teams will be placed in the proper arena and follow the order as posted.

F. Disruptive Animal description:

- If an animal is, in the judge's opinion, unholdable at the line and wants to go to sorted cattle end or run back from the sorted holding end and crossing the foul line and the result is Disqualification of the team in the arena
- If an animal, in the Judge's opinion, is unsafe for it's well being
- If an animal, in the Judge's opinion, is unsafe for a rider's well being

An animal can **ONLY** be declared Disruptive by the Judge or Designated Show Producer Rep ONLY on the **first 3 teams** of a set of 10 or less

If an animal is declared disruptive, the animal will be immediately removed from the herd and replaced with a fresh animal with the same number. Following replacement of animal, each team that has completed their runs up to the point of the animal being removed and replaced, reruns will be offered immediately.

The remainder of the teams in the group of ten will complete their runs with the new animal in the herd.

10. Unsportsmanlike Conduct

Unsportsmanlike conduct by a team and/or rider may result in disqualification. Unsportsmanlike conduct is defined as abuse of one's horse or cattle, excessive use of foul language, intoxication in the arena or on the grounds or any other conduct felt to be detrimental to the sport of Team Sorting. Abuse of one's horse may include but is not limited to excessive jerking, spurring, whipping, slapping, or kicking, or riding a horse that is visibly lame, sick, or emaciated. Unsportsmanlike conduct may also be levied against a rider showing disrespect to a Judge or Show Management. Any rider who shows disrespect to officials and is awarded an unsportsmanlike conduct will be disqualified for that day of competition and all entry fees for the day will be forfeited.

11. Spotting of Cattle

Spotting of cattle is not allowed and if blatant spotting occurs the competing team will be disqualified immediately.

12. Hazing

Contact with or hazing cattle with hats, ropes, reins, bats or romals or any other equipment or apparatus is a disqualification

13. Dismounted Rider

The fall of a horse and/or rider shall not eliminate the entry. The rider may remount and continue sorting however, any attempt by a dismounted rider to work cattle before remounting will result in automatic disqualification. Outside help for dismounted riders by anyone other than the teammate in the arena will result in disqualification.

14. Disputes

Should the team have a dispute about their run they must declare their intention to before leaving the arena through a polite request to the judge.

15. Split Time

The official clock for Sorting is the Display Spilt Timer. A Display Split Timer is to be used in all sorting classes to designate the placing of the class. Split times are cumulative in multiple go round events, as well as the number of cattle sorted. Teams that sort 10 head in one or more go arounds will place higher than teams with equal # of cattle and go rounds but who did not sort 10 head in any single go around. Any team that sorts 1 or more head in a go round has an official time, if less than 1 head are sorted, that will be recorded as a no time. If 10 head are sorted, the actual time on the clock is the official time. Split time will only be used to break ties if needed. In case of promoters who own electronic display clocks without a split timer, a stopwatch will be used. The stopwatch used for split time purposes will also be the back-up timer in the event of a malfunction of the electric display clock. Split times are cumulative in multiple go around events (Except Round Robin), as well as the number of cows sorted, but do not replace the official time of each run. Split times only come into play when the cattle count's and the official times are identical. Prior to starting the next run, the backup timer/judge needs to confirm that their record of cattle sorted matches the Display Split Timer record of the split timer judge.

16. Class Format

Classes will be 10,7,5 & 3
All $40.00 entry Fee Max 6 Entries

10 & 7 Class
- Mandatory Pick 1 Mandatory Draw 1 to 5
- Pick 2 Draw 1 to 4
- Pick 3 Mandatory Draw 2 to 3

5 & 3 Class
- Draw up to 6, Pick 1 Draw 1 to 5
- Pick 2 Draw 1 to 4
- Pick 3 Mandatory Draw 2 to 3

1 Second Handicap applied per number under in all Classes

Payout 60%, must sort in Final Round for payout
- 10 teams or less-2 full goes, pay 1 spot
- 11 to 20 teams, 2 goes 66% back, pay 2 spots
- 21 to 30 teams, 2 goes 66% back, pay 3 spots
- 31 teams +, 3 goes, full go with 50 % back second go and top 10
- 31-40 teams pay 4 spots
- 41-50 teams, pay 5 spots
- 51+ teams pay 6 spots and so on
- 90+ Teams pay all qualified rides that made it to top 10
- Classes with 11 or more entries must Have Qualified Sort to Advance to next round

17. Ratings

Rider ratings will be used for Team Sorting. Ratings will be primarily based upon LTCPA Penning ratings and adjusted by the LTCPA rating committee. LTCPA will have a chairperson and a committee to evaluate ratings.

LTCPA Board of Directors
28 Jun 2022

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