



Class Rules

3 Man 2 Gate Sorting

1. Three-man two-gate sorting shall take place in a larger arena. The pen shall be up to a 120' wide and 60' deep but must be a minimum of 50' wide by 50' deep to accommodate producer facilities. There will be two 12' to 16' gates on one side of the pen. Corners must be angled as shown in diagram below.
2. Three-man teams will sort 10 cattle numbered 0-9. The producer may add 1 blank cow for a total of 11 head.
3. A run starts with team members on the opposite side of the start/foul line at each gate opposite from the cattle. The judge will raise the flag when the cattle are ready. The judge will signal the start of time when the nose of the first horse crosses the start/foul line by dropping the flag and the first number will be announced. The announcer will draw a number to determine the first cow to be sorted. Each team on a herd will be given a different first number. At Producer discretion, sorting of cattle may either be:
 1. In numerical order through either gate until all numbered cattle are across the line or time runs out. OR
 2. In numerical order through gates labeled odd or even where the cattle number must coincide with the gate until all numbered cattle are across the line or time runs out. For example, the number 1 must go through the "odd" gate and number 2 through the "even" gate. Gates must be clearly labeled "Odd" and "Even."
4. A producer may choose to run fewer than 10 runs per herd based on the size of the pen. This includes all goes including the final go.
5. With the added speed in this class, roughing will be strictly enforced for the safety of the riders, horses and cattle. If a judge concludes that rider drives a cow into the wall without giving it adequate room to escape he will be disqualified for roughing. All other MNSCHA roughing rules apply.

