

## Rimoe 2-Man Ranch Sorting Series Rules

As adapted from AQHA Rules and The United States Team Sorting Association

1. A team will consist of 2 riders
2. There shall be ten cows in the arena numbered 0 through 9 and two blank cows for a total of 12 cows at the beginning of a run. Cows will be only sorted from east pen to west pen.
3. The start/foul line will be a 12 to 16 foot opening between two pens of equal size, approx. 50 to 60 ft.
4. There will be a 60-second time limit on each run with a 30-second warning. The Rookie division will have a 90 second time limit with a 30 second warning.
5. Time begins when the nose of the first horse crosses the start/foul line at which time the timer starts and the judge announces that starting cattle number.
6. The team must then sort the cattle in numerical order beginning with the designated starting number. A cow is considered sorted when the cow is completely across the start/foul line. If any part of a sorted cow re-crosses the start/foul line the team will be disqualified (foul). If any part of a cow that is out of numerical sequence crosses the start/foul line the team will be disqualified (foul).
7. The team sorting the highest number of cattle in the fastest time wins. A team sorting cattle in two goes beats any team sorting cattle in only one go. A run with 0 cattle sorted is a counted as a run. All ties are broken by time. Remaining ties for the win are broken by a tie breaker run.
8. Second goes will be run in reverse order from the first go. Scores and rankings are determined by a) number of qualifying goes (with no fouls), b) number of cattle sorted, and c) qualifying times. In the event all teams foul all runs, rankings will be determined by number of cattle sorted prior to fouls, and ties broken by time.
9. A judge may award a re-ride if one of the following events occur:
  - A. A non-sorted cow escapes the arena
  - B. A cow's life or health is in jeopardy as determined by the judge
  - C. A cow becomes unidentifiable during the run (# comes off)
  - D. An official or mechanical error

In the event of any of the above occurring, the team will have the following options:

- Accepted the number of cattle sorted at the occurrence as the number of cattle sorted in the maximum time allowed.
- Ask immediately for a re-ride

Any re-ride given by the judge will begin with the same sorted cattle at the same end of the arena and the same time on the clock as when the judge stopped the clock.

10. If a team observes a cow that is injured, unworkable, or unidentifiable, they may request the judge to replace the number before the run begins. The judge's decision is final.
11. When the judge rules that a cow is injured, unworkable, or unidentifiable before the run begins the cow will be replaced and renumbered. All previous times on the same on the same herd will remain the same.
12. **All roughing calls will be made at the judge's discretion. All Judge's decisions are final!!!**
13. Substitutions: One rider may substitute for only one other rider on a given day. The same substitute rider is to fill in for all of the original rider's runs for that day. A substitute may be used one day of the 5 week series for each rider. **Office staff must be made aware of substitutes prior to the first run of the day or that team forfeits all runs for that day.**
14. Each team's four best days' scores shall be counted toward circuit awards. Each team's weakest single day's score will be thrown out.

I have read the Rimoe 2-Man Ranch Sorting rules and agree to abide by them.

Sign: \_\_\_\_\_ Date: \_\_\_\_\_

