2027 RGVLS Ranch Sorting Series

Ranch Sorting Event - General Rules

1. The object of Ranch sorting is for a two-rider team to bring cattle through the gate, beginning with the number announced by the Judge in sequential order. If the cattle enter the gate in non-sequential order the team will receive a "no-time". The Producer has the discretion to add 1 or 2 unnumbered cows commonly referred to as blanks. Each team will be given a minimum of 60 seconds to sort, more if the handicap allows. See Handicap section.

2. At the beginning of the sort, both contestants should be behind the line at the gate, the Judge will raise his flag indicating to the announcer that the contestants are ready to begin their run.

3. The announcer will typically repeat the team Members name to confirm the correct team, and once the announcer states "Let's Sort" the Riders may then cross the plane of the gate and enter into the pen containing the herd. Riders should never enter the sorting pen, until they hear the words "Let's Sort" from the announcer.

4. Upon the first Rider crossing the plane of the gate the Judge will drop the flag indicating that the run has begun, and the announcer will announce the first cow to be sorted.

5. The timer for the run shall begin when the Judge drops his flag.

6. At the end of the run, a buzzer will indicate that the run is over. Typically, there will be an additional buzzer when 30 seconds of sorting time remains.

7. The cattle must be sorted in numerical order. The good cow (next in numerical order) must completely cross the plane of the gate in order to be counted in the sorted total. If the body of the cow has crossed the plane but the tail of the cow has not, then that cow will not be counted towards the sorting total.

8. Due to the difficulty in judging doubles (A double is defined as two cows in numerical order crossing the plane of the gate when there is no distance between the tail of the first cow and the head of the next cow), the following exception applies to the aforementioned rule. If the nose of the first cow crosses the plane of the gate before the nose of the 2nd (good) cow, then the run is a clean run, even if the second cow's entire body ends up clearing the plane of the gate before the first cow's entire body.

9. Example - The first cow called is the #4 cow, the Rider attempts a double and brings the #4 and the #5 cow. If the nose (or any other portion) of the #4 breaks the plane of the gate before the nose of the #5 cow that is considered a clean run. Even if the tail of the #5 cow clears the plane of the gate before the tail of the #4 cow. If however, the #4 cow's nose crosses the plane of the gate, but then the entire cow returns to the original pen and does not cross the gate immediately, then the team will receive a no-time.

10. The reasoning for this exception is that Riders do not stand in the gate and watch to see which cow's entire body cleared the gate first. Oftentimes the Rider sees that the nose of the #4 cow beat the

nose of the #5 cow, and then the Rider turns around to get the #6 cow. But the Rider didn't see what the Judge saw. The Rider did not see that after the nose of the #4 crossed, the #5 cow sped up and beat the #4 cow through. The Judge flags the Rider out, but then the Rider disagrees with the Judge. These misunderstandings can now be avoided.

11. If the bad cow (any cow not next in numerical order or a blank cow) crosses the plane of the gate, then that team shall receive a no-time. The entire cow must cross the plane of the gate, not just the head. The bad cow may have his body halfway through the gate, but if the Rider(s) can force the cow back to the sorting pen before the cow's entire body goes through the gate, then that team will not receive a no-time for the occurrence.

12. **Cows Doubling Back**: If a cow is sorted successfully and the entire cow crosses the plane of the gate and then doubles back and the cow's entire body re-enters the original pen, at any time during the team's run, then the team will receive a re-ride. Why should Riders be penalized by a rare, luck-of-the-draw occurrence? A re-ride for a double back will only be issued once per team in the class. There will be no re-rides issued for a cow doubling back in the final go (top 10)

13. The entire cow must cross the plane of the gate and re-enter the sorting pen to receive the re-ride. If the cow's head and shoulders enter the sorting pen and the Riders are able to force the cow back, then they will not receive a re-ride for the occurrence.

14. If a cow doubles back on more than one team, then the cow should be pulled and ONLY those riders that were disqualified due to the cow doubling back twice will receive the option of a re-ride.

15. If blank cows are in the sorting herds, the tenth cow does not need to pass the plane of the gate before any portion of the blank breaks the plane of the gate. There is no requirement that there must be space between the tail of the good cow and the head of the blank to be considered a qualifying run. So long as the entire good cow crosses the plane before the entire blank, the run is good.

16. Settling Cattle. When a new herd that has yet to be sorted on is brought into the pen for the first run, that herd MUST be settled at least once before the herd is run for the first time, unless the herds have been pre-settled by the producer. It is at the discretion of the Judge and/or the Producer to ensure that the cattle are sufficiently settled before the runs begin. This may require more than one occurrence of bringing the cattle from one pen to the other. It is strongly suggested that only designated riders settle herds so that the herds are settled correctly.

Choice of sorting pens

17. In order to prevent instances of blow-outs due to ornery cattle, contestants may choose which pen they choose to sort in. This is allowed so that if the cows have been difficult to sort one way then the riders have the option to change sides to mitigate the likelihood of being blown out. This option can only be given at the beginning of a class. Each team has the ability to choose the pen they sort from for all rounds. This is always at the producer's discretion.

18. The following determines how many rounds (go's) there will be in each competition.

First round teams	2nd round	3rd round	Finals