



## Rules and Regulations (QWCHC)

**\*\* Please note QWCHC Ranch Sorting rules may differ from other clubs and Associations) \*\***

- 1) Ranch sorting teams consist of two (2) riders.
- 2) Abuse of cattle or horse will be a cause for disqualification.
- 3) There will be 7 cattle at the end of the arena marked with numbers from 1 to 7.
- 4) When the team enter the arena and the gate is shut, the judge will call the team up ready to start. The judge will then call your starting number and when the nose of the horse breaks the gate line the clock will start, and you have a time limit of 90 seconds to sort the cattle.
- 5) You are to start with the number the judge has called & continue to sort in numerical ascending order, for example if you are drawn number 6, you first must sort number 6 then 7,1,2,3,4,5.
- 6) Cattle are considered sorted, and time will stop when the 7<sup>th</sup> beast fully crosses the gate line and both riders are in the empty pen.  
Riders do not have to raise their hand to claim.
- 7) Horses must not break the line of the gate after the last beast has crossed, or it will be judged no time. (When time is given, the judge may request cattle to be moved).
- 8) If any cattle cross the gate out of sequence, the team will be judged no time.
- 9) If cattle already sorted come back over the gate, the team will be judged no time.
- 10) At 90 seconds a head count will be recorded.

### Protests

**A protest must be lodged in a courteous manner with the judge before the team leaves the sorting pen.**

**The judge must review any protest on its merit and in an impartial manner. A judge's decision on a protest will be final. There will be no right of appeal to the judge's decision.**

**All other QWCHC rules apply.**