



QWCHC ARENA SORTING RULES

Teams (3 riders) attempt to sort cattle in numerical order from the mob through a gate to the other end of arena.

- There will be 8 head of cattle numbered 1 to 7 with 1 spare to hold the mob.
- 3 Riders will enter the Arena – the starting number will be announced when the nose of the first horse crosses the gateway.
- The Judge will call a number between 1 and 7. IE: the Judge might call 7, this will be your first beast then you must follow on in order...example of order would be 7,1,2,3,4,5,6
- You must put the cattle through the gate in that order. If a wrong number goes through the gate out of sequence – this will result in disqualification.
- If the beast with no number gets through the gate, this will result in disqualification.
- Time will be taken from when the last beast passes through the gate and all riders are on the sorted side of arena with the cleanskin.
- Horses must not break the line of the gate after the last beast has crossed, or it will be judged **no time** – or until judge requests cattle to be moved.
- If no team gets all cattle through in the time allocated, places will be determined by number of cattle a team sorts in the time allocated.
- If a team stops competing with less than 7 head sorted (eg at 5 head of cattle) and hold cattle already sorted until the clock runs out, the judge will call **no time**.
- Riders have 90 seconds to complete their run – a warning sound will be given with 30 seconds remaining of the run.
- Running a beast into a fence or over the mob will result in disqualification
- Excessive pressure on cattle or horses will result in disqualification, at the Judge's discretion.
- No whips in the arena. No hitting of cattle with any object is allowed. Hazing cattle with hats, reins or rope will be cause for termination of that run. Slapping of hand or rein to own leg IS permitted.
- At Judge's discretion, a team may be awarded a re-run if (1) or more of cattle is deemed unsuitable (healthwise) or escapes the arena.
- Competitors will only be called three (3) times to be present for their run. If that team is not present at the "in-gate area" by the third (3rd) call – that run may be made void at the Judge's discretion.
- **THE JUDGE'S DECISION WILL BE ABSOLUTELY FINAL.**
- All riders must adhere to the QWCHC dress code and QWCHC rules.
- Herd changes to be every 7 or at Cattle Co-Ordinators discretion – each mob must not run more the 4 times in one day.