**ESTREMADO ARENA**

**2-MAN RANCH SORTING RULES**

1. **Time Limit**: 90 seconds, with an option to go to 60 seconds which will be determined by the judge before the event begins for the day.
2. **Settling of Herds**: There will be 10 cattle in the arena with numbers 0-9 and two cattle with no tags (optional). Fresh herds will be settled for approx. three minutes and rolled through the gate two-to-three times. Cattle will be settled after each run in the middle or corner of the arena to Judge’s satisfaction. Direction of cattle sorted will be determined by the Judge prior to the start of the first go and will be subject to arena conditions and layout. Each team will alternate direction of cattle sorted in its respective division. i.e. if the first team sorts east-west then the second team sorts west-east.
3. **Start**: Starting number for each team will be drawn when the team, consisting of two riders, is in the arena. Judge will raise flag when cattle are ready. First rider will cross the foul line within 3-4 seconds as soon as the settlers are clear. The judge will drop the flag and the announcer will give the number to start and the team will continue sorting in numerical order, i.e., 7-8-9-0.
4. **Cattle Sorted**: Teams are judged on total number of cattle sorted, and on the time.
	1. A cow is sorted when **the complete cow** crosses the **start/foul** line.
	2. If a cow is sorted out of order, it’s a no-time or if any part of the **non** numbered cow breaks the **start/foul line** the team receives a no-time.
	3. If any part of the cow crosses back over after it has been sorted, then the team is disqualified and receives a no-time.
	4. Each cow will be timed as it is sorted and the clock will be stopped when the 10th cow completely crosses the line. **The 10th cow has to be all the way clean.** No DIRTY cow or part of DIRTY cow may be **beside** the 10th cow when crossing. (This only applies when the two cattle with no tags are used)
	5. Cattle in sequence may cross side-to-side as long as the correct numbered cow is a nose ahead.
	6. In case of a foul (i.e., cow escapes), the team can ask for a reride or accept the number of cattle sorted at the time foul occurred. In case of a mechanical error or foul (i.e., clock not reset), the team has the option of an immediate reride or continuing with the appropriate time added onto the clock.
5. **Commitment to Cattle**: Once committed to cattle by the horse breaking the foul line, the team is responsible for the cattle. It is the responsibility of the team, before working the cattle, if, in their opinion, there is an injured animal in the herd. Once the cattle are worked, no excuses are accepted.