

Team Sorting Rules

1. There will be 12 head of cattle, numbered 0 to 9, with 2 spares to hold the mob
2. 3 riders will enter the arena
3. The judge will call a number between 0 and 9. Example the judge might call number 7, this will become your first beast
4. Then you must follow on in order. From the example in point 3, your order will be 7,8,9,0,1,2,3,4,5,6.
5. You must put the cattle through the gate in that order. If the wrong number goes through the gate out of sequence, this will **results in disqualification**
6. If a beast with no number gets through the gate, this will **results in disqualification**
7. If a beast that has been drafted correctly through the gate, then gets back to the mob, this will **results in disqualification**
8. The rider that puts the last beast through the gate will call 'time'
9. 9 Riders have 2 minutes to complete their run
10. Running a beast into the fence **or** over the mob will **results in disqualification**
11. Excessive pressure on cattle or horses will **results in disqualification**
12. The judge's decision will be absolutely final
13. If no team gets all the cattle through in the time allocated, places will be determined by the number of cattle they sort in the time allocated
14. You may run 10 teams with one mob of cattle, and each mob must not run more than 4 times in one day
15. All riders must adhere to the dress code as follows:
 - a. Long sleeved shirt
 - b. Brimmed or safety helmet
 - c. Riding boots
 - d. Tidy attire
 - e. All competitors under 18 years must wear approved safety helmet AS38338
 - f. Age limit of horses 3 years & over