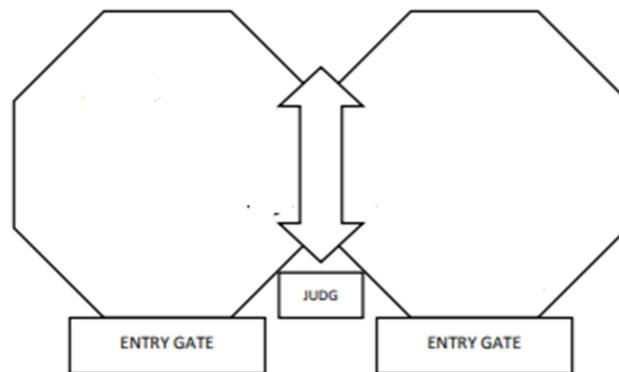




1. **Nomination:** Riders or Teams that pull out on the day or week prior to the event will not be refunded unless they have a vet's or doctor's certificate.
2. **Cattle Handling:** Abuse of cattle or horses will be cause for disqualification, and excessive speed used on cattle will not be tolerated. Deliberate contact with cattle with reins will also be cause for disqualification.
3. **Juniors:** Juniors must be capable of riding unassisted in the arena (NO LEAD).
4. **Fill-in Riders:** The committee or judge will nominate who fill in riders will be on the day. Fill-in riders will only be allowed to fill in once a day.
5. **General Behaviour:** The use of foul language whilst in arena will be cause for disqualification. No consumption of alcohol by competitors is permitted whilst competing or on horseback. Queries or complaints are to be directed to the Club Secretary - riders are not permitted to approach the judge or the timekeeper. Any bullying towards judges, officials, or other riders may be cause for disqualification.
6. **Clothing:** For *competition days* a wide brimmed hat or a helmet is to be worn along with a shirt with cuff and collar (no tank tops, polo shirts or short sleeves). Competitors under 18 must wear a helmet whilst mounted. Caps are not permitted.
7. **Tack and Gear:** All tack must be correctly fitted and in good working order. No whips or crops are permitted in the arena. Tiedowns, rings, and martingales are not permitted when working cattle.
8. **Event:**
  - a. The arena is split into two ends with an opening between. There will be 10 cattle marked with numbers from 1 to 10 at one the end of the arena.
  - b. A team of two riders will present to the judge in the end of the arena opposite to that in which the cattle are held. If a team is called 3 times and they are not at the gate on the third call, they will forfeit that run.
  - c. The judge will draw a start number between 1 and 10, after which time the team has 5 seconds to cross the line into the cattle holding pen and the time clock will start.
  - d. The team is to sort the cattle from the end in which they were held, into the opposite end of the arena starting with the beast which is numbered with the number which was drawn & continuing in numerical order until all cattle have been moved to the opposite end of the arena. eg.- if number 6 is drawn, the order in which the cattle are to be sorted is 6 then 7, 8, 9, 10, 1, 2, 3, 4, and 5



- e. Cattle are considered sorted when they fully cross into the opposite end of the arena.
  - f. If any cattle are sorted out of sequence, the team will be judged no time.
  - g. If cattle already sorted come back over the gate, the team will be judged no time.
  - h. Teams will have a time limit of 2 minutes, with a warning sounded at 90 seconds.
  - i. Time will stop when the 10<sup>th</sup> beast stops the clock when it fully crosses the line, AND one or both team members raise their hand & call for time.
  - j. Both riders must stop working cattle to call time and cattle must not be running towards gate when calling time.
  - k. Horses must not break the line of the gate after the last beast has crossed, or it will be judged no time.
  - l. Spotting cattle or fanning of cattle from outside of the arena for a team will be cause for disqualification.
9. **Arena Layout:** Two equal sized pens will be used for back and forth or one-way sorting at the organising Committee's discretion. Riders enter into arena end with no cattle. Cattle sorted to the opposite arena will generally be sorted back by the next team.



*Typical Arena Layout – 2 x pens with interconnecting gate.*