

NTTPA SORTING RULES 2006

1. 12 head or more with 10 head numbered 0-9.
2. Pen size no larger than 60' x 60' square with corners cut.
3. 12' gate (or opening) between pens (if 2 pens are used).
4. 60-second clock for sorting classes #9, #7 and Draw Pot. Time begins when the nose of the first horse crosses the plane of the gate.
5. 75-second clock for the #3 Novice class. Time begins when the nose of the first horse crosses the plane of the gate.
6. Less than 90 seconds or Progressive time limits must be announced before go-round begins.
7. Time is taken when total body of the last numbered calf crosses the plane of the gate.
8. As time begins the announcer calls a start number, cattle are then sorted in numerical order.
9. The goal is to have the most cattle sorted in the least amount of time, without a foul or disqualification.
10. In a single go event, the most cattle sorted in the least amount of time wins.
11. A foul or disqualification is assessed if any part of a calf out of sequence or un-numbered, cross the plane of the gate, or any part of any calf returns back across the plane of the gate.
12. The judge has the authority to assess a penalty, disqualify, or give a re-ride on the following instances: Roughing calls (horses and/or cattle); Escaped calf; Mechanical failure; Un-Sportsman like conduct of an exhibitor; Act of God.
13. If less than 10 head are sorted in the allotted time, the teams or individual's recorded time will be that number at the time the last calf crosses the plane of the gate.

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14. NTTPA will not change the integrity of the herd once a team has made a run, however if a judge or the arena director determines that a cow is injured and the safety of the cow is in jeopardy that cow will be replaced and the round will continue.

- 14b. Blindness- if a team has run on herd with blind cow the round will be continued with said cow in herd. After that round is run then the cow will be replaced.

15. For any calf to be counted, his total body must clear the plane of the gate.

16. Calves must be sorted in correct order and total body must clear to be counted, but need not clear each other (may overlap).

17. At least one Judge will make final decisions from a position in clear view of the plane of the gate.

18. Contact with the cattle by hands, rope, hats, Rommels or any other equipment is a disqualification. A team exhibiting any unnecessary roughness will be judged a **"no-time"**. No hazing with whips, hats or ropes, rommels or reins will be allowed.

19. In the event a team is given a number that has already been used improperly within a given herd, a re-run must be given immediately, using the correct number in the same herd.

20. Once committed to the cattle, the team is completely responsible for their animals. It is the team's responsibility before working the cattle to pull up and call for a judge, if in their opinion; there is an injured or unusable animal in their numbered cattle. Once the cattle are worked, no excuses are accepted.

21. If for any reason a team does not show after the order of go has been drawn, their cattle number will be drawn to avoid changing the order of go for the contestants.

22. All contestants must wear western attire (approved by Arena Director).

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23. Decisions of the judges are final. No Judge may enter in any event that he / she judges at major events.
24. 1 go with the top 10 returning for final go. **(May be less than 10 returning if enough teams have not sorted cows)**