



3Man 2Gate Sorting Rules 2018

Note: these are an extension of the CTCPA Rules and if a situation arises that is not detailed here, then CTCPA Rules apply

Effective: March 1, 2018

The Object of 3Man 2Gate Sorting

The basic concept of 3Man 2Gate Sorting is that there are ten cattle numbered 0-9, and one or two unnumbered cattle (for a total of 11 or 12 head) at the beginning of a run behind a foul line with three people mounted on the other side of a foul line. A number is called and the cattle are sorted in numerical order beginning with the assigned number. The most cattle sorted in the fastest time wins.

3Man 2Gate Pen Dimensions

Pen: Recommended sorting area is to be 90-120 feet with no 90 degree corners. Fifty feet will be allocated to working the cattle; 40 – 50 feet will be the cattle catchment area.

Gate Opening: The start foul line is recommended to be two - 12 foot openings in between the sides of the pen.

GENERAL RULES

1. Time Limits/Clocks

There will be either a 90, 75 or 60 second time limit for each class, at the option of show management. The official clock will be the electronic clock-split timer set at 0.01 seconds past the maximum time designated for the class. The official time of each run is determined by the amount of time used until all 10 cattle are sorted or the time limit has expired. Should a split timer function not be available then a stop watch with a lap timer will be used and will also be the backup timer in the event of a malfunction of the electronic clock. Lap times are cumulative in multiple go round events as well as the number of cattle sorted, but do not replace the official time of each run. Lap times only come into play when the cattle counts and official times are identical. **Time Display Board is a courtesy only, show will continue in the event of a malfunction.**

2. Judges

There will be one Judge (and one split timer should an electronic clock not be available) on the Judge's stand positioned evenly with the foul line. **Judges decisions are final.**

3. Starting the Run

All the cattle must have approved numbers, and will be bunched on the cattle side of the gate within the POSTED markers area. The judge will designate the need to bunch the cattle. All horses must be behind the start/foul line.

The judge will raise the flag to signal when the arena is ready. The flag will drop when the nose of the first horse crosses the start/foul line and the announcer will immediately provide the number to be sorted first. Any delay in crossing the foul line may result in a "no time" for the team. Teams delaying in entering the arena within a 30 second time limit between teams will be disqualified (unless waived for good cause) from competing in that class for that day and will forfeit their entry fee.

The order of sorting is determined by picking a random number by the Announcer/Timer and that cow must be sorted first. For example if #6 is drawn then #6 must be sorted first then cow #7, #8 and so on. A cow is considered sorted when the entire cow crosses the start/foul line. If any part of a numbered cow crosses the start/foul line prior to its correct order then the team receives a no time. Note: in the situation where more than one cow are sorted at the same time (i.e. pairs) then cow #6 must start first and clear the plane of the gate before the tail of cow #7. If any part of any unnumbered cow crosses the foul line before the tenth cow is cleanly sorted it will result in a no time.

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4. Roughing

Includes but is not limited to running over cattle with horses, stepping on cattle while in pursuit, running through the herd in such a manner that cattle are knocked down or off stride, horses consistently biting cattle, and entering the pen with such force that the cattle jump other cattle, leave the arena or collide with the back pen panels. **Deliberate or unintentional roughing will result in a disqualification.**

5. Re-Ride Situations

- A. If there is a malfunction of the pen or a numbered cow jumps any fence and leaves the arena or ends up in the opposite pen, but did not pass through the gate, it will result in a re-ride for the team immediately providing it was not caused by roughing of the cattle. In the instance of a re-ride, the competitors will receive a full time clock, but their time cannot be improved. (i.e. if a team sorted 5 head in 55 seconds (with a 60 second clock) when the cow jumped the fence, they would get a re-ride with the full 60 second clock. In the re-ride the same team sorts 10 head in 50 seconds. Their official time would be 10 head in 55 seconds.
- B. Should a herd be numbered incorrectly or have too many or too few non-numbered cattle, only the team that is in the arena at the time the error was discovered will receive a re-ride. The re-ride will be done immediately without any time penalty.
- C. If a team is given a number that has already been used within the same herd, a rerun must be given immediately using the correct number within the same herd.
- D. If a team observes an unfit, injured or unidentified animal before committing to the cattle, the team must notify the Judge. Once the team has crossed the foul line and the flag has been dropped no re-ride will be given. Luck of the draw will apply.
- E. In the event a team rides out of order, their time and number of cattle will stand. No rerun will be given for the teams riding out of order. Once the problem is identified the next teams will be placed in the proper arena and follow the order posted.

6. Must Sort Clean to Advance

In multiple go rounds teams must sort cleanly with a time to advance.

7. Calculating Placing by Clean Sort

Teams that sort in three goes, place higher than teams sorting in two goes; teams sorting in two goes place higher than teams sorting in one go, no matter how many cattle were sorted or time accrued.

8. Unsportsmanlike Conduct

Unsportsmanlike conduct by a team and/or rider will result in disqualification. Unsportsmanlike conduct is defined as abuse of one's horse or cattle, excessive foul language, intoxication in the arena or on the grounds or any other conduct felt to be detrimental to the sport of team penning. Abuse of one's horse may include but is not limited to excessive jerking, spurring, whipping, slapping or kicking, or riding a horse that is visibly lame, sick or emaciated. **Unsportsmanlike conduct may also be levied against a rider showing disrespect, physical, verbal or written abuse to a Judge, or Show Management.** The OVTPA reserves the right to suspend any rider from competing for the balance of the day and the next scheduled OVTPA event, in which the suspended rider attempts to enter, **forfeiting all entry fees for the day.** **Unsportsmanlike conduct may also be levied for any physical, verbal or written abuse to any member of a rating committee regardless if it occurs during or outside an event.**

9. Spotting of Cattle

Spotting of cattle is not allowed and if blatant spotting occurs the competing team and spotter will be disqualified immediately. This includes the calling of numbers/gates.

10. Hazing

Contact with or hazing cattle with hats, ropes, reins, bats or romals or any other equipment or apparatus is a disqualification.

11. Dismounted Rider

The fall of a horse and/or rider shall not eliminate the entry. The rider may remount and continue sorting however, any attempt by a dismounted rider to work cattle before remounting will result in an automatic disqualification. Outside help for dismounted riders by anyone other than the team mate in the arena will result in disqualification.

12. Disputes

Should the team have a dispute about their run, they must declare their intentions to seek a rerun before leaving the arena through a polite request to the Judge.

Ratings

Current OVTPA Team Penning rider ratings will be used for 3Man 2Gate Sorting.

Classes

Classes are determined by the OVTPA Executive. Sorting may contain either or both of the following youth classes.

- A. **Junior Youth** – two team members are 12 years of age or under as of Jan. 01 of the current year, with an adult (over 18 years of age). All youth must wear a proper helmet.
- B. **Youth** - all team members are 18 years of age or under as of Jan. 01 of the current year. All youth must wear a proper helmet. Age is the determination for participation in Youth classes.

Minimum/Maximum Number of Go's

The number of go's are determined by the OVTPA Executive.

The first and final go's will be determined by draw. Teams advancing to the second go may be run in reverse order from the first go or alternately slowest to fastest at show management's option.