

## Braidwood Show Team Sorting Rules

1. Entries will be as teams of two (2) and you will have two (2) runs with that partner.
2. There is a maximum of one (1) entry for the same team of two (2).
3. The maximum number of teams a competitor can ride with is two (2).
4. No whips or crops in the arena.
5. There is to be no contact with any beast, for example, by hand, hat, reins or other equipment.
6. Use of foul language while in arena will be cause for disqualification.
7. A hat, helmet or cap is to be worn by all competitors in the arena.
8. Competitors under 18 must wear a helmet whilst mounted.
9. The judge will call a number and the team will have five (5) seconds to cross the line, at which time the clock will start.
10. There will be 10 cattle at the end of the area marked with numbers from 0 to 9.
11. The team is to start with the number given by the judge and continue sorting cattle to the other pen in numerical order – for example if you are drawn number 3, you must sort number 3 then 4,5,6,7,8,9,0,1,2.
12. Cattle are considered sorted when the tail of the beast crosses the gate.
13. If any cattle cross the gate out of sequence, the team will be judged no time.
14. If cattle already sorted come back through the gate, the team will be judged no time.
15. Any team exhibiting unnecessary rough handling or rushing into or at the mob at excessive speed or pushing cattle into the fence may result in disqualification at the judge's discretion.
16. Where a horse is deemed out of control by the judge's decision – including if any rider dismounts, horse falls, rider is thrown or falls – will result in that run being terminated without a time recorded.
17. Teams will have a time limit of two (2) minutes to sort their cattle, with a warning whistle or bell at 90 seconds.
18. Time will stop when the 10th sorted beast crosses the gate or it is permissible for a team to stop sorting with less than 10 head sorted (example 7 head of cattle). To do this, one (1) or both team members raise their hand and calls time. Both riders must be stationery when calling time and are to be on the sorting side with no cattle moving towards the gate.
19. No part of your horse may cross the gate after the last beast is sorted, or it will be judged no time.
20. Spotting cattle or fanning cattle from outside the arena for a team will be cause for disqualification – this rule is exempt for leads/beginners.
21. At the judge's discretion, a team may be awarded a re-run if one or more head of cattle is deemed unsuitable or escapes the arena.
22. Cattle may not be shouldered or pushed by either a horse or rider during the run.
23. Abuse or cattle of horses will be the cause for immediate disqualification of the run.
24. No head checks or running martingales allowed.
25. Rings are permissible with the use of split reins only.
26. Your team will be called by the judge three (3) times, if on the fourth time you are not at the arena you will be disqualified at the judge's discretion.
27. The Judge's decision is final and must be respected.
28. Any bullying towards judge or officials may be cause for disqualification.

**Juvenile (Junior) -**

29. A junior rider is aged 16 and under with any level of experience in team sorting. We suggest that very experienced juniors may wish to compete in the open event, however, this is not mandatory.

**Beginner -**

29. A beginner rider is a beginner rider aged under 16 who is riding unassisted. For example, someone who is not long off lead and who is not considered experienced in any horse riding discipline.
30. A beginner is NOT necessarily a beginner team sorter, it is based on their general riding level and ability.
31. There are prizes only for this class, no prizemoney will be paid.
32. The committee reserves the right to move beginners into the junior class if they believe their skills and / or experience are far greater than other competitors in that class.

**Lead Beginner -**

33. A rider must be a beginner rider who requires assistance from an ADULT (over 17 years) whilst riding.
34. The beginner must be on a lead rope whilst competing in the ring.
35. To enter this class, both team members must be on a lead line – this is for safety reasons.
36. The handler must hold the lead close to the horse's head to ensure there is minimal room between them and the horse, reducing the chance of a beast or the other horse from moving between the handler and the horse.
37. The handler may provide assistance in moving a beast away from the horse using their arms or voice, but only as long as they remain in full control of the horse on the lead.
38. Swinging of ropes, hats or other equipment to move a cow will result in disqualification.
39. There are prizes only for this class, no prizemoney will be paid.
40. Handlers must sign a waiver before entering the arena.

**Campdraft** will be as per NCCA Rules (<http://www.nationalcampdraft.com.au/au/wp-content/uploads/NCCA-RULE-BOOK-POLICIES-UPDATED-3-Sept-21.pdf>), with all competitors required to wear a helmet.