



Official SRS Rule Book

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Section 1 – Rider Rating

A. Ranch Sorting Ratings:

#1 Beginner Novice – Novice rider who is just starting out or a rider that has competed but has not shown any adequate improvement in their rating will be rated according to their ability and how they are mounted.

#2 Rookie Novice – Novice rider who has shown improvement but has limited horsemanship and/or knowledge of cattle. Occasionally places among #1 and # 2 riders at local/regional/national shows.

#3 Amateur– A rider who has reasonable horsemanship and cattle skills and consistently places among #1-#3 rated riders at local/regional/national shows.

#4 Amateur – A rider who has average horsemanship and cattle skills that occasionally places among #4 and #5 riders in local/regional/national.

#5 Open– An experienced rider, who has above average horsemanship and cattle skills and consistently places on a local/regional/national level.

#6 Open – An experienced rider with professional ability. Able to ride and win in most any situation at the local/regional/national level.

B. Ratings Procedures:

Each new rider must be given a rating. The show Producer will be responsible for giving an evaluation and classifying the rider at the show. The following Criteria will be used to determine rider rating:

- 1– Horsemanship skills as well as the rider's overall ability to ride.
- 2– Quality of horses being used.
- 3– The ability to work and read cattle
- 4– Win/Loss ratio which tracks money won and money spent.

C. Ratings Changes:

1 C. New riders' ratings may be changed once immediately after their first show. They can be moved either up or down per the producer's discretion.

2 C. All existing rider ratings will be evaluated yearly. Adjustments to existing riders will only be made after the finals occur in April and will be posted prior to the beginning of a new series in October.

Section 2 – Ranch Sorting

A. Standard Ranch Sorting Classes

1 A. 2025-2026 Events will include any or all of the following classes: Open HC, #10 HC, “Oldies” #9 HC, #8 HC, #7 HC, #5 HC, # 2 HC, Youth

2 A. Handicap System: The handicap in all SRS sanctioned events in ranch sorting will be as follows: Each rating below the highest possible team number in a class will receive one second subtracted from the team’s final time from the cattle sorted.

3 A. Fees: Classes, fees, and payouts are subject to change. Ride Entries include \$2 awards fee & \$2 SRS Finals fee. All riders will be charged a cattle fee per ride of \$5.

B. Ranch Sorting Class Descriptions

1 B. All Classes (except Open & Youth): 1 Mandatory Draw, may pick or draw up to 5 more rides. Total team rating cannot exceed the class HC cap. - 6 ride limits. 60% Payback

2 B. Youth HC: Will be 3 ride limit rides/All Draw. Open to senior & junior youth. The team must consist of two youth members 16 years of age and under as of January 1st of the current year with ratings of 1 or 2. The youth class will have one go and top ten.

3 B. “Oldies J” 50+ #9 HC: All riders must be 50 years of age or older as of December 31st, 2025. Pick 5, Draw 1. The points for this class will not be calculated in the total for the High Points Awards. 60% Payback

4 B. Open: All draw class. Riders must ride a minimum of 3 times with a maximum of 6 rides. 75% Payback.

Section 3 – Ranch Sorting Rules

A. Ranch Sorting Rules

1 A. Object of Ranch Sorting: Ranch Sorting is a 2 Man team sorting. 10 cattle will be numbered 0-9. Producers have the option to run no trash cattle or 1-3 trash calves in every herd at their discretion.

2 A. Starting the Run: The Judge will raise the flag when the pen is ready. Judge will signal the beginning of the run by dropping the flag when the nose of the first horse crosses the start/foul line. The team will be given the first number instantly. The cattle will then be sorted increasing in sequence from that number. A warning may be given to the team working the cattle at 30 seconds of time remaining. The next team will immediately enter the arena. If not in the arena, they will receive a 30 second warning. Upon the decision by the Judge, the team will get a ‘No Time’ unless waived for a good reason. No team member will enter the pen after the time or run has started.

3 A. Sorting Order: Cattle must be sorted in number sequence. If any part of a cow crosses the start/foul line out of sequence, a ‘No Time’ will be called. A ‘No Time’ will also be called if any part of a sorted cow re-crosses the start/foul line. Any cow not entirely across the start/foul line will not be counted. The tenth cow must be completely across the line before a blank cow starts across or the team will receive a ‘No Time’.

4 A. Placings: Teams sorting in 3 goes will place higher than teams sorting in 2 goes. Teams sorting 2 goes will place higher than teams sorting in 1 go. All ties, if lap timers are not used, will be brought back to the finals unless greater than 5 additional positions are created. All ties will runoff and will be drawn for position of go. All ties can be eliminated using lap timers, which is recommended.

5 A. Time Limits: 60 second allotted time limit for each class will be required

6 A. Settling Cattle: Each new herd must be familiarized with both sides of the sorting pens before the first team runs on a herd. Cattle will be settled prior to the first run at the Judge’s discretion. It is the Judge’s responsibility to see that cattle herds are settled as needed.

The Producer has the following three options for settling cattle:

1. Cattle may be settled on one side every time and sorted one way.

2. Cattle may be settled on one side for the first run of each herd and alternated to the opposite side each consecutive run.

3. Cattle may be settled on one side for the first run of each herd and then resettled on the side with the most cattle remaining.

B. Spotting of Cattle

Spotting cattle in the herd of any team in the arena, by any person outside the arena, is strictly prohibited. Any form or manner of assisting a team in the arena with finding the location of any of their assigned cattle on the herd side of the foul line, may, at the Judge's discretion, subject the team to disqualification, excluding the Youth Class. No bystanders will be allowed on the judges stand (excluding show officials and producers) or by the sorting hole except for the youth class.

C. Rider Falls Off

If a rider falls off, the rider may get back on and continue sorting. Working cattle on foot will result in a 'No Time'.

D. Reasons for Re-Ride Ranch Sorting

1 D. Number already called: If a duplicate number is called within the same set of cattle a re-ride must be given immediately upon point of discovery using the same set of cattle with the correct number. The re-ride will begin with the time of zero. The same set of cattle have to be in the pen once they go back to the holding pen, the team's time will stand.

2 D. Official, Mechanical or Downed Cattle: In these cases, a team will be given the option to take their time on the number of cattle sorted at the time the ride was stopped by the Judge or a re-ride immediately with the same numbered cattle beginning at a time of zero. If a team rides on a herd with an identical number in the arena, at the time of their run, they will receive an IMMEDIATE mandatory re-ride on their same numbered cattle & on the same set of cattle beginning at a time of zero. No re-rides will be given to any previous team.

3 D. Cow Leaves Arena: Judge's discretion on a re-ride, 'No Time' or a good time with cow count at the moment the calf leaves can be given if a cow leaves the arena. All re-rides will occur immediately using the same number of cattle starting at zero cattle with a new clock.

4 D. On deck team: If the on deck team is in the chute and pushes the cow back through the hole to cause no time it will be the judges discretion to give that team a re-ride.

5 D. Injured, Unfit or Unidentifiable Cattle: Prior to a team crossing the start/foul line and committing to the herd the team must notify the Judge of any unnumbered, injured, or unfit cattle. Once brought to the Judge's attention, the Judge will determine whether to correct the problem or proceed forward. If at the Judge's discretion, a re-ride is given, the re-ride will occur immediately using the same numbered cattle after the cow in question is replaced. No re-rides will be given to the previous teams.

A. Possible unfit reasons to remove cattle: Lamé, sick, exhausted, blind, or bleeding.

B. Inconsistent or Dangerous Cattle: The cow must be blatantly dangerous to accept a protest. A team cannot protest a herd that has been successfully sorted on, regardless of cattle number called for the successful team. This is called luck of the draw. There will be no re-rides for inconsistent cattle unless protested. The protest must be initiated prior to the team committing to the herd. In case a team/rider has a dispute, the team/rider will be required to put up a \$100.00 deposit for a decision. If sustained, the team/rider will get their money back; if not, the money will go to SRS for added money for the year end finals.

The Judge has 3 options:

1. Deny the protest
2. Do the ride with protest and the Judge will make the final decision.

The protesting Team MUST make an honest attempt to stop the protested cow

3. Accept the protest and replace the protested cow. The protesting team will get an immediate re-ride using the same numbered cattle. No re-rides will be given to previous teams.

E. Roughing:

A team will be disqualified for roughing- consisting of any physical contact by horse or rider at the judges discretion, this will also include running cattle into panels or in hot pursuit that causes cattle to collide and fall down. Roughing/warning could be called for slamming cattle into the catch pen or continued work on cattle after the time clock has stopped at the Judges Discretion.

Section 4 – Disputes**A. Disputes for Ranch Sorting**

A team can not dispute a run that's already covered by Ranch Sorting rules in above **Section 3 D** (review section above). A protest must be lodged with the Judge before the team exits the arena. The results shall be decided and announced immediately, and the team will either get a re-ride on the same herd using the same number or the result at the time of occurrence, whether it was a no time or a time on that number of cattle. The team is responsible for verifying their ride time and head count prior to leaving the arena. If a head count is in question after the team leaves the arena the judge will refer to the time sheet. Whatever the headcount is written on the timesheet that count will stand.

Section 5 – Qualification for Finals**A. Qualification Guideline for Finals:**

- 1 A. All Members must attend 4 shows & at least 2 rides at each show per class to be eligible to attend the Finals and be qualified for Year End Prizes/Added Money at the Finals.
- 2 A. Youth Riders must attend 4 shows and must ride in the Youth Class at least 3 rides at each show to be eligible to attend the Year End Finals and for Year End Awards in the Youth Class.

Section 6 – Payout Schedule, and Points

A. Payout Schedule

Places	Percentage Splits	
1	1- 10 Teams	100%
2	11-20 Teams	60%- 40%
3	21-30 Teams	50%- 30%- 20%
4	31-40 Teams	40%- 30%- 20%- 10%
5	41-150 Teams	34%- 27%- 20%- 10%- 9%
6	151-250 Teams	32%- 24%- 17%- 10%-9%- 8%
7	251-300 Teams	28%-22%-17%-10%-9%-8%-6%
8	301-350 Teams	26%-22%-14%-10%-9%-8%-6%-5%
9	351-400 Teams	26%-19%-13%-10%-9%-8%-6%-5%-4%
10	400 & Above	25%-18%-13%-10%-8.5%-7%-6%-5%-4%-3.5%

The average will pay one place for every ten teams or part thereof up to a total of five places and one more for every 50 teams at and after 101 teams.

B. Points Chart

The SRS Point System will be used to award points to members placing in the Top Ten of any class for which they are eligible. Classes with 100 or more Teams & Shows will be awarded Double Points. Points will be awarded to the top 10 places regardless of if they made a time in the final go or not.

No of Entries in Class	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
3-4	1									
5-9	2	1								
10-14	3	2	1							
15-19	4	3	2	1						
20-24	5	4	3	2	1					
25-29	6	5	4	3	2	1				
30-34	7	6	5	4	3	2	1			
35-39	8	7	6	5	4	3	2	1		
40-44	9	8	7	6	5	4	3	2	1	
45 & more	10	9	8	7	6	5	4	3	2	1

Section 7 – Miscellaneous

- A. Payments. We accept cash and checks for payment. All returned checks will also incur a \$50 reprocessing fee. We also accept Venmo payment with a 5% processing fee added to total.
- B. All Shows require riders to wear western attire. No Baseball caps permitted in the arena. Cowboy hat optional. Button down shirts-sleeves or no sleeves.
- C. All participants are required to have a negative coggins and up to date health certificate if an out of state rider.

Section 8-Stalls & RVs **** Subject to change**

Southern Ranch Sorting – Stall & RV Reservation Policy

To ensure a smooth event experience, please note the following:

- Stalls and RV spots must be reserved and paid in full no later than 48 hours before the show.
- Any unpaid stalls or RVs as of 2 days prior to the show may be released and offered to others.
- No holds will be placed without payment.
- An invoice will be emailed to you upon reservation. We accept Credit Cards or ACH Transfers.
- **Rates:**
 - **Stalls:** \$35/night or \$55/weekend
(plus 2 mandatory bags of shavings at \$8 each – no outside shavings permitted)
 - **RVs:** \$50 flat rate
- To reserve, please **contact Heather:**
(570) 497-7829 or SouthernRanchSorting@gmail.com
- Cancellations eligible for a refund must be submitted at least 48 hours prior to the scheduled event. Reservations may also be transferred to an alternative date.