



THE MAN OF THE LAND BRIBBAREE RANCH SORTING

EVENT: 19 & 20 June, 2021

Competitors Name OR Family Name: _____

Residential Address: _____

Email: _____

Phone Number: _____

CAMPING	No. of sites	Nights	Cost
Powered OR Unpowered Sites - \$5 per person/night			
*Power is limited so please bring generator if needed			
TOTAL:			\$

Include all entrants on this form

ENTRIES	ACC Details for Prize money	Cost
1.NAME:	BSB _____ ACC _____	\$
2.NAME:	BSB _____ ACC _____	\$
3.NAME:	BSB _____ ACC _____	\$
4.NAME:	BSB _____ ACC _____	\$
5.NAME:	BSB _____ ACC _____	\$
6.NAME:	BSB _____ ACC _____	\$
TOTAL:		\$

TOTAL AMOUNT TO BE PAID: _____

Payment to: Bribbaree Stockmans Challenge **BSB** - 032840 **ACC** -278650

How to fill in entry form:

- *All classes are max. 5 ride limit (Pick 4/Draw 1 or Draw all.
- *1 x Auto draw is mandatory for each class (and is paid for)
- *You can only partner with the same rider once in each class
- For Example:* If you would like 2 runs in a class, you can pick 1 partner + 1 x auto draw.

Which class can I enter?

- * If you have never competed at an RSNCA sorting before, you will need to complete a brief questionnaire to receive your rating, which is available on the website www.rsnca.net.au
- * You will then be rated based on you and your horses experience & ability.
- * The number at the front of the class name eg. #10HC means you and your partners combined rating can't be greater than 10.

Need help completing your forms?

Please don't hesitate to get in contact
0438 412 616
Submit entries to: entriesrsnca@hotmail.com



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EVENT: 19 & 20 June, 2021

* AN ENTRY FORM IS REQUIRED FOR EACH RIDER - NOT PER TEAM

Competitors Name: _____

*** If entries don't match with partners an auto draw may be given***

SATURDAY		SUNDAY	
Western Heritage All Levels - \$26 per/run)		Masters #10HC - \$26 per/run)	
Partner 1: _____		Partner 1: _____	
Partner 2: _____		Partner 2: _____	
Partner 3: _____		Partner 3: _____	
Partner 4: _____		Partner 4: _____	
AUTO Draw x Min.1 (Mandatory) _____		AUTO Draw x Min.1 (Mandatory) _____	
Total rides including Auto=	\$	Total rides including Auto=	\$
All Levels HC- \$26 per/run)		All Levels HC- \$26 per/run)	
Partner 1: _____		Partner 1: _____	
Partner 2: _____		Partner 2: _____	
Partner 3: _____		Partner 3: _____	
Partner 4: _____		Partner 4: _____	
AUTO Draw x Min.1 (Mandatory) _____		AUTO Draw x Min.1 (Mandatory) _____	
Total rides including Auto=	\$	Total rides including Auto=	\$
#2 Beginner Non HC - \$24 per/run		#10 Beginner Youth - \$17 per/run D.O.B-	
Partner 1: _____		Partner 1: _____	
Partner 2: _____		Partner 2: _____	
Partner 3: _____		Partner 3: _____	
Partner 4: _____		Partner 4: _____	
AUTO Draw x Min.1 (Mandatory) _____		AUTO Draw x Min.1 (Mandatory) _____	
Total rides including Auto=	\$	Total rides including Auto=	\$
#10 Beginner Youth - \$17 per/run D.O.B-		#10 HC - \$26 per/run	
Partner 1: _____		Partner 1: _____	
Partner 2: _____		Partner 2: _____	
Partner 3: _____		Partner 3: _____	
Partner 4: _____		Partner 4: _____	
AUTO Draw x Min.1 (Mandatory) _____		AUTO Draw x Min.1 (Mandatory) _____	
Total rides including Auto=	\$	Total rides including Auto=	\$
#10HC - \$26 per/run		#4 Non HC - \$26 per/run	
Partner 1: _____		Partner 1: _____	
Partner 2: _____		Partner 2: _____	
Partner 3: _____		Partner 3: _____	
Partner 4: _____		Partner 4: _____	
AUTO Draw x Min.1 (Mandatory) _____		AUTO Draw x Min.1 (Mandatory) _____	
Total rides including Auto=	\$	Total rides including Auto=	\$
#4 Non HC - \$26 per/run		Order of classes will be as per the entry form	
Partner 1: _____			
Partner 2: _____			
Partner 3: _____			
Partner 4: _____			
AUTO Draw x Min.1 (Mandatory) _____			
Total rides including Auto=	\$		

Here are some key rules you'll need to know however, please also refer to the full

2.1 RANCH SORTING RULES

2.1.1 Ranch sorting is typically a 2 man team sorting 10 cattle numbered 0-9 and 1 unnumbered cow for a total of 11 head. A producer has the option to add 1 more unnumbered cow. A run starts with team members on opposite side of start line from cattle.

2.1.2 The judge will raise the flag when the pen is ready. The announcer will call, "Flag is up," or "Cattle are ready." The judge will signal the beginning of the run by dropping the flag when the nose of the first horse crosses the start line and the first number to be sorted will be announced. The announcer will draw a number, which will determine the first cow to be sorted. The cattle will then be sorted increasing in sequence from that number. If two or more cows cross the line together as long as the nose of the correct number or numbers cross the line first the cattle are considered to be in order regardless of whether they finish crossing in that order. Cows are not counted as sorted until they are completely across the line. Also, if any part of a wrong numbered cow starts across the line it is a no time or if any part of a correct numbered cow starts across the line and then backs out it is also considered a no time

2.1.3 The cattle must be sorted in number sequence. If any part of a cow crosses the start line out of sequence before the correct cow starts across the start line a disqualification will occur. A disqualification will also occur if any part of a sorted cow re-crosses the start line. Any cow not entirely across the start line will not be counted. The 10th cow must be completely across the line before the blank cow starts across or the team will receive a no time.

2.2 Ranch Hand Sorting Guidelines (This will be relevant to those competing in the #10 Beginner Youth RH)

This class is designed to showcase two separate horse and rider abilities. The Gate Horse holds the herd and turns back wrong numbered cattle while the Sort Horse is continuously in the herd to separate and cut out the correct numbered cattle in sequential order. Contestants can ride together two times if they change the designated sorter.

Sort Horse & Rider: The sort horse and rider will be responsible for sorting all cattle in the correct order by working through the herd to both turn back and cut the cattle from the herd.

- This horse and rider is allowed to make both offensive and defensive moves while cutting the cattle.

Gate Horse & Rider:

- Must compete in a defensive manner
- Must not make any aggressive moves on the object numbered calf while driving it toward the gate
- May make aggressive moves on any and all numbered cattle other than the object numbered calf
- Cannot turn toward the object numbered cow to drive it out or increase its speed toward the gate.

2.3.9 Western Heritage Sorting

This class is used to fine tune the cattle reading and handling skills of the contestant and also to attract a whole new population of contestants who may be intimidated by the speed of competition in many of our events. Those who excel in slow and quiet cattle management will now have a game to be very competitive in. In this class, all standard RSNCA will remain, with the addition of two new ones.

a) Limited to a trot or walk by the sorter:

Loping after one stride by the sorter will result in a no time. The gate person can go at any speed to defend the gate as a defensive move however they cannot lope/canter toward or into the herd to sort cattle.

b) Verbal noise:

by either contestant, intended to influence the cattle is prohibited. Shouting by either rider to intimidate the cattle will result in a no time however, non-verbal noises such as whistling, clucking, slapping chaps, etc are all common practices among cattlemen and are allowed. Artificial whistles are not allowed.