

## **High Desert Team Penning Association Sorting Classes**

### **OPEN CLASS \$31 per go:**

Team members of any age or rating may enter. Open Class will allow a maximum of seven (7) goes total consisting of a maximum of six (6) pick teams and one (1) OPTIONAL DRAW team. An individual must change one (1) team member each time: i.e., Joe and Sally may enter one time; Joe and Susan may enter one time; Sally and Susan may enter one time. There is a 60 second time limit.

### **OPEN DRAW (included in OPEN class, does not apply to pick teams) \$31:**

The MINIMUM team rating will be a seven (7), with MAXIMUM team rating of 9. The draw will be drawn manually from two baskets. Basket #1 will hold 4, 5, and 6 rated riders. Basket #2 will hold 1, 2, and 3 rated riders. One name will be drawn from each basket to create each team. Once one basket is empty remaining teams will be paired from the remaining basket with the goal of maximizing each team rating until no more teams meeting the minimum rating of 7 can be created. At that time any remaining draw entrants will be offered the option to pair up as pick teams or withdraw their entry.

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### **#9 CLASS (Handicapped) \$26 per go:**

Team members of any age or rating may enter. The #9 Class will allow a maximum of six (6) goes total consisting of a maximum of five (5) pick teams plus one (1) REQUIRED DRAW. A teams combined rating (the individual team members ratings added together) must not exceed 9. There is a 60 second time limit. An individual must change one (1) team member with each entry. This is a handicapped class.

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### **#7 CLASS \$21 per go:**

Team members of any age may enter. The #7 Class will allow a maximum of five (5) goes total consisting of a maximum of four (4) pick teams, plus one (1) REQUIRED DRAW. Team members are limited to a maximum individual rating of 4 or lower. A teams combined rating (the individual team members ratings added together) must not exceed 7. There is a 60 second time limit. An individual must change one (1) team member with each entry.

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### **Draw Class \$21 per go:**

Team members of any age or rating may enter. The Draw Class will allow a maximum of three (3) goes total. The computer will perform a random draw of individual entries into teams. In the event of computer failure, a manual draw will be completed with one Director & the Secretary present to do the hand draw. There is a 60 second time limit.

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### **Western Heritage Class \$21 per go:**

Team members of any age or rating may enter. The Western Heritage Class will allow a maximum of four (4) goes total consisting of a maximum of three (3) pick teams, plus one (1) REQUIRED DRAW. A teams combined rating (the individual team members ratings added together) must not exceed 8. There is a 60 second time limit. An individual must change one (1) team member with each entry.

This class is used to fine tune the cattle reading and handling skills of the contestant and 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 HDTPA sorting rules 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 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.

Rotating of gatekeeper and sorter is optional. Flagger will act as the sole judge. **All decisions made by the Flagger are final.** Any non-compliance with the above rules will result in being flagged out and a No Time received.

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### **NOVICE Class \$21 per go:**

Team members of any age may enter. The #7 Class will allow a maximum of five (5) goes total consisting of a maximum of four (4) pick teams, plus one (1) REQUIRED DRAW. Both team members must be rated either 1 or 2. There is a 60 second time limit. An individual must change one (1) team member with each entry.

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### **Junior Class \$15 per go:**

Team members 16 years of age and under at the start of the year may enter, if rated as a #1. **A #2 rated junior will be assessed by the rating committee as to whether the individual has exceeded the junior level. Considerations are a rider's success/winnings at riding in upper level classes, horsemanship, caliber of horse, etc. Any junior rated a #3 and above is not considered Junior level and therefore cannot compete in this class.**

The Junior Class will allow a maximum of three (3) goes total. Teams are comprised of two adults of any rating acting as defensive gate persons only, and the Junior rider, who will do all the sorting. Gate persons do not pay an entry fee and do not receive a payout. There is a 75 second time limit. An individual must change one (1) team member (gate person) with each entry.

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**Ranch Hand Class \$26 per go:**

Team members of any age may enter. The Ranch Hand Class will allow a maximum of two (2) goes total. Team member must be a number one (1) rated rider and will perform all sorting. Gate person can be of any age or rating and will use defense maneuvers only on cattle. Gate persons do not pay an entry fee and do not receive a payout. There is a 75 second time limit. An individual must change one (1) team member (gate person) with each entry.