

# GLOUCESTER BRANCH ASHS

## 2019 STOCK HORSE CHALLENGE

### INFORMATION AND RULES

**FUTURITY CHALLENGE** - Registered ASH Under 5 yrs. (Born after 1 August 2014. Open to all Competitors.

**ROOKIE CHALLENGE** - Limit 1 Entry Registered ASH of any age. Rider over 18 years who have not entered the Futurity Challenge & not won 2 challenges or similar events.

**JUNIOR CHALLENGE** - Limit 1 Entry Registered or Unregistered horse of any age. Rider 8 & under 13 yrs (as of 2<sup>nd</sup> June 2019) not entered in the Futurity Challenge.

**JUVENILE CHALLENGE** - Limit 1 entry Registered ASH of any age. Rider 13 & under 18 yrs (as of 2nd June 2019) not entered in Futurity Challenge

- \* Junior & Juvenile Round 1 and Round 3 are “Non Competitive” tuition rounds.
- \* No refund of fees after start of competition however an injured horse can be replaced.

### GENERAL RULES

- 1: This event is to be conducted under the Rules and Regulations of the ASH Society.
- 2: Member and horse registration papers must be made available upon request.
- 3: All riders must be ASH members; otherwise a day membership will be required for each day of the competition, (Senior \$40, Junior \$15). NOTE: Participant membership available for \$80 or Youth \$30
- 4: Horses must be ridden by same nominated rider in all phases. In case of a genuine injury or illness occurring after commencement of the event, the committee reserves the right to allow a replacement rider. Should a change occur, that change is final.
- 5: All phases will be judged with a maximum score in each phase of 100 points. Points for each Challenge phase are accumulated with the maximum possible points being 800. The overall winner is the horse that scores the highest aggregate score. Placings will be determined in the same manner. In the event of a tie for first place the winner will be determined on a count-back, firstly based on round four (4) Cattle Work score. If still equal, then Round four (4) Working Horse score, then Round three (3) scores etc.

### TACK AND ATTIRE – Australian Stockman Style.

#### **Horse Equipment –**

Saddle: Australian type of stock saddle, with knee pads and no horn. Swinging fenders may be used.

Bridle: Any single headstall bridle.

Bit: In all phases a smooth surface snaffle bit (minimum thickness ten (10)mm ), is to be used DEFINITELY no twisted wire or rough surface bits.

Breastplate: May be used.

Aids: Suitable spurs are allowed BUT NO whip of any kind may be carried or used.  
No noseband, rings, tie-downs or other artificial devices to be used.

### **Competitors Dress-**

Competitors must be neat and presentable in Australian Stock Horse Style. (refer to ASH Rules & Regulations)

Flamboyant or coloured, bright, colourful and patterned materials or heavily faded, tattooed or frayed materials are not recommended attire.

Understated dress gives a more workman like and professional appearance

Hat: Wide brim style or protective helmets (approved by current ASA or international equivalent). Protective helmets are encouraged for all competitors in cattle work phases, and **MUST** be worn by all competitors under eighteen (18) years in all phases.

Shirt: Collared long sleeved button-up shirt with sleeves buttoned down.

Trousers: Plain coloured stockman cut trousers or jeans are permitted – NO jodhpurs.

Tie – to be worn through all phases. Women may wear tidy scarf.

Coat – A plain coloured or tweed jacket (not leather or suede), or ASH V-neck jumper or vest may be worn.

Boots – Riding boots must be worn inside trousers.

### **SNAFFLE – BIT CUTTING RULES**

Snaffle – bit cutting is a two (2) handed contest. If the rider uses one hand there will be an automatic score of sixty (60).

1. Each horse is required to enter the herd to make a deep cut.
2. Credit will be given when the horse drives his stock sufficient distance from the herd.
3. Credit will be given for setting up a cow and holding it in a working position as near the centre of the arena as possible.
4. Any noise directed by the contestant toward the cattle will be penalized one (1) point.
5. Each time a horse runs into the herd, scatters the herd while working or picks up cattle through fault of the horse, he/she will be penalized three (3) points.
6. The judge shall stop any work because of training or abuse of his/her horse by the contestant or disturbance of the cattle.
7. A horse will be penalized three (3) points each time the back fence actually stops or turns the animal being worked within one step of the fence.
8. If a horse lets an animal that he/she is working get back in the herd, he/she will be penalized five (5) points.
9. If a rider changes cattle after visibly committing to a specific cow, a five (5) point penalty will be assessed.
10. When a horse goes past an animal to the degree he loses his working advantage, he/she will be penalized one (1) point each time he/she does so.
11. Unnecessary roughness, such as a horse actually pawing, biting or kicking cattle, will be penalized three (3) points.
12. A contestant may quit an animal when it is obviously stopped, obviously turned away or is obviously behind the turnback horses. A penalty of three (3) points must be deducted if the animal is quit under any other circumstances.
13. If a horse quits a cow, a penalty of five (5) points will be deducted.
14. If a horse clears the herd with two (2) or more cattle and fails to separate a single animal before quitting, five (5) points will be deducted. There is no penalty if time expires.
15. When a contestant is thrown from a horse or horse falls to the ground, an automatic score of sixty (60) points will be given.

16. A contestant will be awarded a complete rework if in the judge or judges opinion two point five (2.5) minutes time was not allotted for the work, or if excessive disturbances had been created by factors other than those caused by the contestants or their help and the judge or judges have stopped the time.

17. When the judge is in doubt about a penalty, the benefit always goes to the contestant.

18. The judge will mark from sixty (60) to eighty (80) points. One –half (1/2) points are permissible. This score is converted to one hundred (100) points. To convert the score to one hundred (100) , every point above sixty (60) is multiplied by two (2) and added to the sixty (60). Eg: For the judges score of seventy (70) points, the ten (10) above sixty (60) is multiplied by two (2) = twenty (20) added to sixty (60) gives a converted score of eighty (80).

### **CATTLE WORKING. (Campdraft)**

1. The course will resemble a regular Campdraft pattern, but there will be no first (1<sup>st</sup>) nor second (2<sup>nd</sup>) peg. A gate will be present. It will be a LEFT HAND COURSE. If an imaginary peg is missed, the competitor must continue on, and not make a second (2<sup>nd</sup>) attempt. The competitor is allowed one (1) attempt at each circle and ONLY ONE (1) attempt at the gate. DO NOT REWRAP A PEG OR GATE.

2. The cattle work will be scored with a maximum of one hundred (100) points, twenty five (25) possible points in the Cut Out (camp) section and seventy five (75) points in the arena work –twenty five (25) for the LEFT hand circle; - twenty five (25) for the Right Hand circle; - twenty five (25) points for the gate

3. Horses will enter the camp quietly and select a beast without disturbing the mob. The competitor is expected to work the beast until it is clear of the mob and show the “cutting out’ ability of the horse. The competitor calls for the gate when satisfied with the work in the camp and takes the beast into the arena.

4. The time limit in the arena is forty (40) seconds.

5. Whilst working cattle in the camp, the judge will assess the horse and riders accuracy on cattle, style and effectiveness.

6. In the camp, when the judge has determined that the competitor has lost control of the beast twice (2), the competitors ‘cut out’ section will be terminated and they will be scored nought (0) in this ‘cut out ‘ section. The competitor will be then assisted out of the camp into the arena and allowed to continue on course with his selected beast.

7. The gate is a guide only. Whether you pass through it or not you must ATTEMPT to complete a third circle.

8. A horse that hits a beast over the hocks or runs up the rump of a beast will have the run terminated.

9. In the event of a beast being distressed or bailing up and attempting to horn a horse, the judge shall terminate the round and score the competitor.

10. Where the judge terminates an outside run due to interference, the competitor will be awarded a re-start. The competitor will start again with the lesser of the two (2) cut out scores with the original entitlement of cattle.

11. The competitor must continue to ride until the Judges whip terminates the run for a score.

12. Each person will receive one (1) fresh head of cattle – one in, one out.

13. This event will not affect a horse’s campdraft status.

## **DRY Work Patterns**

Patterns to be as per Australian Stock Horse Pattern Book.

ROUND 1: Utility Horse      U2

ROUND 2: Working Horse    W3

ROUND 3: Hack                H5

ROUND 4: Working Horse    W16