



Australian Stock Horse New England NSW Branch

**Challenge 14th & 15th September
Guyra Showground**

Yearling Futurity - Entry Fee \$20
LP1

2YO Futurity - Entry Fee \$50
LP1, HP1, WP1

3YO Futurity - Entry Fee \$50
LP1, HP4, WP1

4YO Maturity - Entry Fee \$100
LP1, HP3, WP3, Cattlework

Junior Hack Challenge - Entry Fee \$60
LP1, HP1, UP1

Senior Hack Challenge - Entry Fee \$60
LP1, HP10, UP1

Open Challenge - Entry Fee \$100
HP10, WP8, UP1, Cattlework

Encouragement Challenge - Entry Fee \$80
HP8, WP3, UP1, Cattlework





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**Challenge 14th & 15th September
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Dressage Challenge - Entry Fee \$60

HP3, UP1, Dressage 1.2

Junior Challenge U13yrs - Entry Fee \$20

HP1, WP1, UP1

Juvenile Challenge 13-U18yrs - Entry Fee \$50

HP4, WP3, Cattlework





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Rules and Regulations

- **No warm up in Main ring**
 - This show will be conducted under the **Australian Stock Horse Society Handbook for Committees, Judges, Competitors and Members, issued July 2022.**
 - Neither the Organising Committee nor the Australian Stock Horse Society Limited accept any liability for any accident, damage, injury or illness to horses, riders, beasts, ground, spectators or any other person or property whatsoever.
 - The committee reserves the right to cancel, alter or combine events.
 - **ALL** entries must be owned and entered by a financial member of the Australian Stock Horse Society Ltd.
 - Copies of current Membership must accompany entries.
 - **ALL** horses must be fully registered & competition Eligible with ASHS. Copies of Registration Papers must accompany entries.
 - **NO PAPERS NO ACCEPTANCE!**
 - Copies of ASHLA Membership to accompany entries if applicable.
 - Official protest in writing to be accompanied by a \$100.00 fee (which is refundable if the protest is upheld) within thirty minutes upon completion of the class.
 - **ALL** competitors under 18 years of age must wear an approved helmet **at all times** while riding or handling a horse. Age taken as of 14/09/2024. All entry forms are to be signed, physically or electronically, by competitors, or parents or legal guardians of children under the age of 18 years.
 - Under **NO** circumstances are **YOUTH** under 18 years of age to ride or handle Stallions or Colts
 - All colts and stallions when tied up must wear a collar and be double tied. Handlers/riders 18 years and over only
 - As the utility pattern is the same for all challenges the following applies:
 - Each horse can complete the utility pattern for every challenge entered
 - OR
 - Each horse can complete the utility pattern once only and this score goes towards each challenge entered
 - Challenge components will be run in draw order
 - THIS MUST BE STATED PRIOR TO COMPETING IN THE UTILITY PATTERN**
 - The Judge's decision is **FINAL**
 - Random **SWABBING** may take place.
 - Entries, Stabling & Camping are **ALL** prepaid.
 - Entries will be via nominate.
 - Breastplate numbers must be worn throughout the competition.
 - CANTEEN & COFFEE VAN AVAILABLE, NO BAR. DINNER WILL BE AVAILABLE SATURDAY NIGHT**
- ### COMPETITOR FEES
- Stabling \$10 per horse
 - Camping \$20 per Float/ Truck for a powered site
 - Entries open on the 19th of August 2024
 - Entries close on the 31st of August 2024

1.3. THE CATTLE WORKING SECTION – These cattle working rules are to be considered the rules of choice for all ASHS Cattle working sections in all challenges including but not limited to the following;

- Stockmans Challenges
- Any Futurity or Maturity with a cattle working section.
- Any Junior, Juvenile, Encouragement or Open Challenge with a cattle working section.
- Any other ASHS event that includes a cattle working section.

In general the cattle working section is similar to a Campdraft. The cattle working section consists of 4 elements as described below. The 2nd, 3rd and 4th elements are to be known as the outside course.

1. The cut out – A beast is to be cut out of a mob and held by itself towards the front of the camp. Competitor to call for the opening of the camp gates when ready to leave the camp.
2. 1st circle/peg – A left or right circle.
3. 2nd circle/peg – A circle in the opposite direction to the 1st peg.
4. 3rd circle/peg/gate – A circle in the same direction as 1st peg.

The outside course can be ridden in either direction, left or right of the competitors choosing. 1st, 2nd and 3rd peg should be used. The time limit for the outside course is 40 seconds. Time starts when the beast leaves the camp.

1.3.1. The cattle working section will be scored out of 100 as follows:

- **Cut out – 25 points**
 - Beast cut out of the mob and successfully held by itself prior to leaving the camp = scoring 15 – 25 Points
 - Beast lost back into the mob once = scoring 0 – 15 Points.
 - Cut out terminated by the Judge = scoring 0 points
- **First circle/peg – 25 points**
 - Beast and competitor circle around the peg = scoring 15 – 25 points
 - Either beast or competitor or both do not circle around the peg = scoring 0 – 15 points
- **Second circle/peg – 25 points ASHS**
 - Beast and competitor circle around the peg = scoring 15 – 25 points
 - Either beast or competitor or both do not circle around the peg = scoring 0 – 15 points
- **Third circle/gate – 25 points**
 - Beast and competitor circle around the peg = scoring 15 – 25 points
 - Either beast or competitor or both do not circle around the peg = scoring 0 – 15 points

- Unnecessary delay while selecting a beast.
- Changing the beast after being clear of the cattle.
- Calling for the gate with more than one beast in front of the horse and subsequently taking more than one beast out of the camp.
- Running a beast or the mob of cattle into the back fence

When the Judge has determined that the competitor has lost control of the beast twice, the competitors 'cut-out' section will be terminated and they will be scored '0' in the 'cut-out section'. The competitor will be assisted out of the camp by the mounted steward or judge and allowed to continue with the outside course. The competitor must wait outside the camp for the beast to be brought out of the camp. Once the beast leaves the camp the competitor can then continue with the outside course.

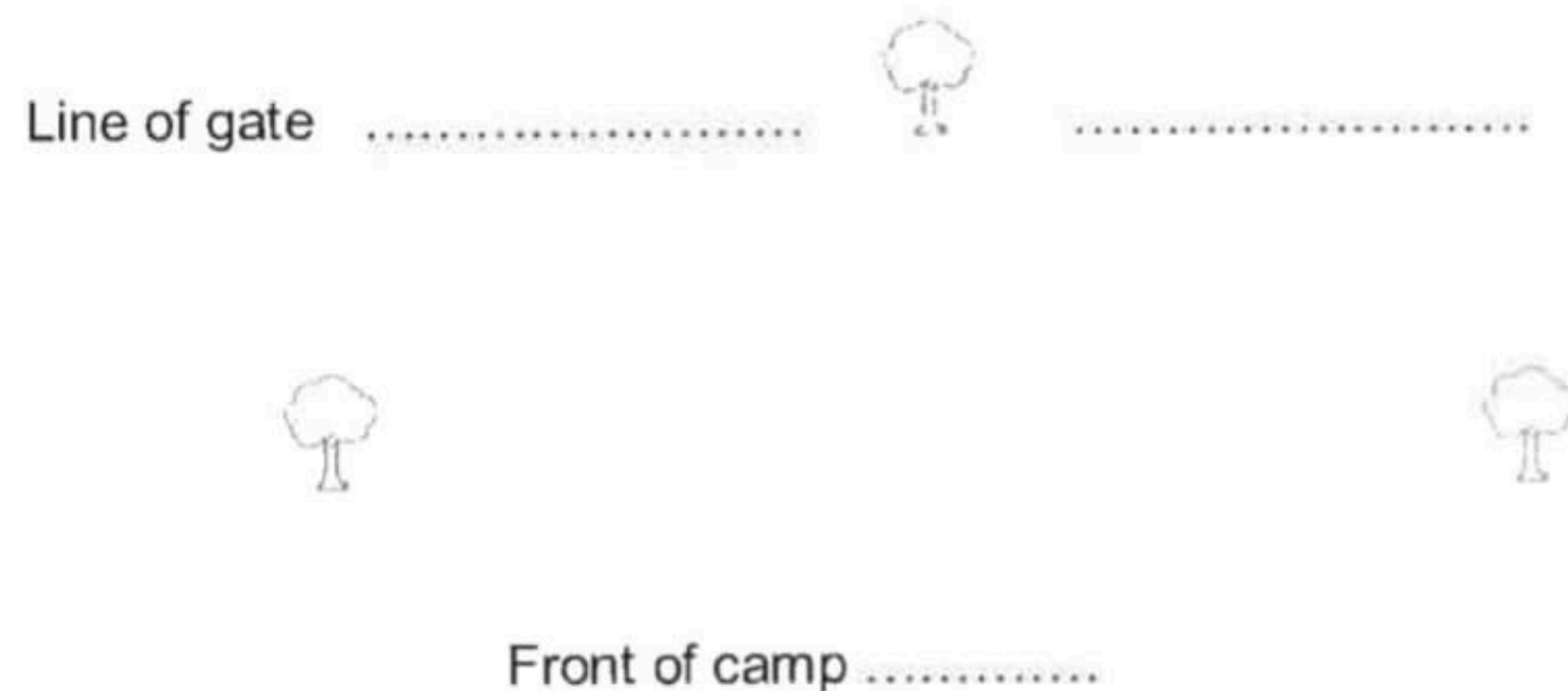
Outside Course - The competitor is allowed 1 attempt only at each peg/ circle/ gate and when completed should continue on to the next peg/ circle/ gate.

The pegs are a guide to the outside course, if either the beast or rider or both do not circle around the pegs the competitor should continue onto the next peg/ circle/ gate.

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 for the work that is completed.

Where the judge terminates an outside run due to interference or safety concerns and the competitor is awarded a re-start, the competitor will start again with the lesser of the two cut out scores with the original entitlement of cattle.

The diagram below shows the line of the gate for the outside work of the cattle working section.



Crossing the line of the gate peg prior to completing the 1st and 2nd peg/circles will result in termination of the outside course. The judge will score the competitor for any pegs/circles completed prior to being terminated.