



**7<sup>th</sup> -9<sup>th</sup> October 2022**

**GUNDAGAI SHOWGROUND**

**GUNDAGAI, NSW**

**[www.battleonthebidgee.net](http://www.battleonthebidgee.net)**

**STOCKMAN'S CHALLENGE EVENT**

**JUDGING CRITERIA, RULES & REGULATIONS**

**For any further information regarding the judging criteria, rules and regulations, please contact Shane 0427 827 089 or Kelly 0488 121 974.**

Please note, competitor registration will run from 2pm – 7pm on Thursday 6<sup>th</sup> October. Once registered, competitors must complete the vet and gear check between 4pm and 7pm.

Competitor briefing will follow from 8pm.

## VET & GEAR CHECK

**THE VET AND GEAR CHECK WILL BE HELD ON THURSDAY 6TH OF OCTOBER, FROM 4PM – 7PM ONCE COMPETITORS HAVE REGISTERED WITH THE OFFICE. IT IS COMPULSARY FOR ALL COMPETITORS AND THEIR HORSES TO MEET THE FOLLOWING REQUIREMENTS AT THIS TIME TO ENSURE ALL ARE SUFFICIENTLY FIT AND WELL TRAINED.**

All horses competing in the Stockman's Challenge are subject to a 'No Prohibited Substances Rule'. This means that no prohibited substance is to be administered to the horse before any of the events so that (a) no ingredient or metabolite of a prohibited substance is present in the horse and hence detectable in its blood, saliva and/or urine and (b) there is no effect on the horse's performance during the course of the event.

Any substance qualifies as a prohibited substance (a) if it contains an ingredient that acts as a stimulant, depressant, tranquilliser, local anaesthetic or psychotropic (mood and/or behaviour altering) substance or (b) if it contains an ingredient which might affect the performance of the horse and/or might interfere with the prohibited substance testing process. Please note that the use of so-called herbal and natural products could result in a positive prohibited substance test. The plant origin of any ingredient does not preclude it from containing pharmacologically potent and readily detectable prohibited substances.

### Rules and requirements

- Horse to be fully saddled with bridle, stock whip and oilskin etc.
- Competitors are required to dress according to the dress code outlined below.
- Competitors do not need to present with their shoeing materials.
- The horse **MUST** be able to lead at a trot to the satisfaction of the vet, otherwise it will be disqualified.
- **Any competitor presenting with a heart rate of 48bpm and above will be required to remain in the vet check area with their horse for a period of 10 minutes, at which time the vet will recheck the standing heart rate.**
- Judges are entitled to disqualify competitors or direct them to replace any gear deemed to be unsafe or unsuitable.

### Dress code

- Collared shirt with sleeves to be worn by all riders.
- Safe riding boots to be worn. Lace up riding boots **acceptable**.
- Appropriate stockman's style hat or safety approved helmet (compulsory for all competitor in cross country event and all mounted junior competitors) **ASNZ 3838, ASTM F1163 or EN 1384**
- Adult full-length oilskin must be carried on the horse throughout all the events (exception: shoeing, bareback obstacle, brumby catch and stock saddle buck jump).
- A full length whip must be carried in the competitors hand throughout all events (exemption: shoeing and brumby catch). **Competitors who are not carrying their stockwhip during an event will not receive points for that event.**
- Competitors are to wear numbered competitors bibs throughout all events.

### Horse gear

- All gear must be in good, safe order and if not, must be replaced and re-presented, to be passed, by the judges.
- Running martingales (rings) and head checks are not permitted in any events.
- Horses, saddles and bridles presented will be marked and must be used without substitute in all subsequent events. This rule extends to stirrup irons.

### Health and soundness of horse

- Should a horse be 'vetted out', the competitor may use a spare horse as long as it is presented to the vet within 15 minutes and is determined to be sound.
- A horse's standing heart rate will be taken after the horse has been standing for at least 10 minutes
- Any horse found to have a contagious disease will not be permitted to stay on the grounds – NO EXCEPTIONS!

## PACK SADDLE – OPEN, LADIES & JUNIORS

Packsaddles and materials will be stipulated and supplied by the challenge committee.

**STOCKWHIP IS TO BE CARRIED IN HAND AT ALL TIMES**

### Rules and requirements for the pack saddle

- **Competitors will be required to pack their competition horse**, complete the course and unpack within a set time. If the full requirements are not finished within the set time, the competitor will be scored up until the final whistle.
- **Lead horse is not to be shared with any other Open or Ladies, however Juniors are exempt from this rule. No competition horses can be used as Lead horses**
- Competitors are required to complete or attempt to complete pack horse obstacle before moving on to the next obstacle.

<b>PACKSADDLE</b>	
Pack	40 points
On Course	45 points
Un Pack	15 points
<b>TOTAL</b>	<b>100 points</b>

## STOCK HANDLING – OPEN, LADIES & JUNIORS

**STOCKWHIP IS TO BE CARRIED IN HAND AT ALL TIMES**

### Rules and requirements for the stock handling

- Competitors will enter and complete a 'cut out' in a campdraft format.
- Whilst in the camp, if the competitor losses control of the beast twice, the competitor will exit the camp and wait at the camp gates for stockman to bring their beast to the gates and they will continue with the course from here.
- Only one attempt at each peg
- The course consists of a left and right peg and gate peg

<b>STOCKHANDLING</b>	
Cut Out	25 points
1 <sup>st</sup> Peg	25 points
2 <sup>nd</sup> Peg	25 points
3 <sup>rd</sup> Peg	25 points
<b>TOTAL</b>	<b>100 points</b>

## WORKING DRY PATTERN

### Rules and requirements

Competitors and their horses are to complete a pattern before one judge. The pattern is designed to display the horse's athleticism, ability and trainability whilst exhibiting the rider's horsemanship. Horse and rider will be judged on precision, presentation and overall impression.

Whip must be carried at all times.

To assist rider in their training and knowledge of this event we have included a 'Movement and Transition' and 'Variation of non-executed movements' guide. All manoeuvres are scored out of 10.

Manoeuvres may include:

Walk	Whip Crack
Trot	Stop
Extended trot	Halt
Canter	Rein Back
Hand gallop	Spins
Gallop	Haunch Turn
Simple change	Roll Backs
Flying change	

<b>DRY WORKING PATTERN</b>	
Manoeuvres	90 points
Precision, presentation and overall impression	10 points
	<b>TOTAL</b>
	<b>100 points</b>

## HORSESHOEING

<b>Requirements – Open &amp; Ladies Competitors</b>
<b>Duration:</b> Competitors will have 30 minutes to complete set task.
Competitors are required to demonstrate their ability to prepare either a <b>pair of front</b> or a <b>pair of hind</b> hooves and apply a pair of shoes.
Competitors must present their chosen horse to <b>both judges</b> for inspection prior to the commencement of the shoeing aspect of competition.
An assortment of shoes and nails will be provided for competitors.
It is the responsibility of the competitor to choose an appropriate size shoe for the horse that they are shoeing.
After trimming the pair of hooves and shaping chosen shoes, competitors must have the job approved by <b>at least one judge</b> prior to proceeding to nailing on.
Following the completion of all aspects (nailing on, clinching up and finishing), both judges must view the job.
Competitors will be judged on the following elements: <ul style="list-style-type: none"> <li>• Balance</li> <li>• Soundness</li> <li>• Shoe fit</li> <li>• Eye appeal</li> </ul>
No artificial aids to be used in the finishing process, ie hoof oil.
<b>OH&amp;S</b> -Any horse that is deemed dangerous by a judge will be asked to leave the shoeing area and competitor will receive a no score. Any twitching and or sedating of horses is prohibited. Any competitor found in breach of this rule will also receive a no score.

<b>Requirements – Juniors</b>
<b>Duration:</b> Competitors will have 30 minutes to complete set task.
Competitors are required to demonstrate their ability to trim either a <b>pair of front</b> or a <b>pair of hind</b> hooves, shape <b>one shoe</b> and nail into a provided wooden template.
Competitors must present their chosen horse to <b>both judges</b> for inspection prior to the commencement of the shoeing aspect of competition.
Shoes and nails will be provided for junior competitors.
After trimming the pair of hooves, competitors must have the job approved by <b>both judges</b> prior to proceeding.
No junior competitors will nail into a horses hoof.
Junior competitors will be judged on the following elements: <ul style="list-style-type: none"> <li>• Balance</li> <li>• Shoe shaping</li> <li>• Nailing (into timber template)</li> <li>• Horse handling skills</li> </ul>
No artificial aids to be used in the finishing process, ie hoof oil.
<b>OH&amp;S</b> -Any horse that is deemed dangerous by a judge will be asked to leave the shoeing area and competitor will receive a no score. Any twitching and or sedating of horses is prohibited. Any competitor found in breach of this rule will also receive a no score.

<b>OPEN &amp; LADIES</b>	
Initial hoof check (Degree of difficulty)	10 points
Preparation of Hooves	20 points
Shoe Fit	20 points
Nails levels & placement (score/10 per shoe)	20 points
Quality of Finished Job/ Completion within time frame	30 points
<b>TOTAL</b>	<b>100 points</b>

<b>JUNIORS</b>	
Initial hoof check (Degree of difficulty)	10 points
Preparation of Hooves	30 points
Shoe shape & levelness	30 points
Nailing - Placement, pattern (holes used) & driving	10 points
Horse Handling	20 points
<b>TOTAL</b>	<b>100 points</b>

## BAREBACK OBSTACLE COURSE

### Rules and requirements

- Competitors will be informed of requirements at each obstacle and the time limit for the course on Thursday
- Should a competitor fall or need to dismount if whip is dropped, they may remount and continue as long as time provides. Scoring will cease once the time limit is reached.
- Horses head gear **MUST BE** a bridle.
- Failure to negotiate an obstacle will result in zero points and the competitor is required to move onto the next obstacle.

Course	100 Points
<b>TOTAL</b>	<b>100 points</b>

## WHIPCRACK

### Rules and Requirements

- Competitors must attempt to cleanly cut targets with a stock whip and negotiate an obstacle course within a set time limit. If competitors fail to finish the course within the set time limit, you will be scored up until that point.
- A map will be provided to each competitor detailing course time and details.
- Only one attempt at each target or obstacle by a competitor is allowed.
- Competitors are not able to stop to attempt a target.
- Competitors may not ride outside the designated course boundary to cut or negotiate a target or obstacle.
- Competitors must start and finish between the pegs provided. Failure to do so will result in a loss of ten points.
- Should a competitor fall or need to dismount if whip is dropped, they may remount and continue as long as time provides. Scoring will cease once the time limit is reached.
- Before starting the course, competitors will be allocated 30 seconds to complete a freestyle section on horseback with the horse standing still which must include a Sydney Flash.
- Competitor's lashes will be inspected at random for any form of tampering. Any lash that is found to have been altered will be disqualified from the whip crack event.

Course	85 points
Freestyle	15 points
<b>TOTAL</b>	<b>100 points</b>

## CROSS COUNTRY

Course maps will be provided during competitor registration on Thursday evening. All groups/competitor will walk the course (mounted/unmounted) together on Saturday prior to the commencement of the event as per competitor schedules. This is the only time horses will be permitted on the course throughout the weekend.

**Any competitor found on the course outside this time will be disqualified from the cross country and attract no score for this event. The course will not be open at any other time for inspection. The cross country course will be closed to all competitors one month prior to the challenge.**

**No timing devices will be allowed on the cross country course. Competitors found with any type of timing device will be automatically disqualified from this preliminary event.**

### **Rules and requirements:**

- Judges are entitled to ask competitors to replace any equipment found to be unsuitable or unsafe.
- All competitors must wear a standard helmet clearly marked with one of the following **ASNZ 3838, ASTM F1163 or EN 1384.**
- There will be numerous obstacles comprising of logs, ditches, water, tyres, gates etc. over a course of approx. 1.2kms.
- There is an optimum time for the course with time penalties applying outside this time.
- Competitors must carry a full length oilskin on the horse and **stockwhip in hand** for the duration of the course.
- All jumps will be numbered and flagged, red on the right and white on the left.
- Competitors will be scored on each jump cleared (**one attempt only**)
- There is only one attempt at each jump, risk of elimination for a second attempt at a jump.
- The Battle on the Bidgee committee reserves the right to alter the cross country course on the day for safety.
- In the event of a tie for first place, the competitor who completes the course closest to the optimum time will be declared the winner.

### **Penalties will apply for:**

- A refusal – backward step, run off, circle
- Riding around jump – no attempt made at jump (exception at bonus jump)
- Failure to jump between flags – horse and rider must pass between flags any connection with a flag will gain penalties.

### **Elimination will occur if:**

- Horse is injured before or during the event
- Fall – for the safety of horse and rider the competitor will be disqualified from this preliminary event
- Abuse of horses or dangerous riding - any act or series of actions, which, in the opinion of the Technical Delegate can clearly be defined as dangerous.
- Safety - rider who affects the safety of any horse, rider or third party and is considered to have acted dangerously.
- Withdrawal from event
- Bad behaviour -abusive towards stewards, spectators, other competitors
- Unauthorized assistance anywhere on course;

**In the event of a fall & or incident on course:**

- All competitors must take direction from jump stewards at this time
- A flag will be raised on course to signal an emergency. At this point, starting will cease. Any competitors on course at this time will continue the course. Competitors will be signalled through/around the jump where the incident has occurred. Full points will be awarded for this jump

**Give way / overtaking:**

- A rider overtaking another rider must verbally signal their intention before taking action
- Any rider about to be overtaken by a following rider must quickly clear the way.
- Any rider passing another rider must do so only at a safe and suitable place.
- If the rider in front is committed to a jump the rider behind must wait for them to complete the jump.

**Vet area / cool down:**

- Competitors must go to, and remain in, the cool-down area following completion of the course.
- Horses are to be unsaddled and presented to the vets for inspection exactly 10 minutes after completion.
- Riders will be given their “vet inspection time” on entry into the cool down area.
- Competitors must remain in the cool-down area until the vet check has been completed and the vet is satisfied.
- The vet will compare the heart rate and recovery time of the horse with the resting heart rate (rate recorded at the Vet, Gear and Skills check) and the health and condition of the horse.

**PENALTIES**

<b>Time penalties</b>	
Time penalties for every 5 seconds outside the optimum time will apply.	
Penalties over optimum time:	
0 to 5 sec over opt. time	= 0 penalty
2 point penalty	ever 5 sec over opt. time
5 to 10 sec over opt. time	= 2 penalty points
10 to 15 sec over opt. time	= 4 penalty points
Penalties under optimum time:	
0 to 20 sec under opt. Time	= 0 penalty
2 point penalty	every 5 sec thereafter
5 to 10 sec under opt. time	= 2 penalty points
10 to 15 sec under opt. time	= 4 penalty points

**POINTS**

Course	100 points
Vet check	10 points
<b>TOTAL</b>	<b>110 points</b>

**FINALS**



All competitors progressing through to the top ten must be available for the presentation on the Saturday night. Finalists must notify their intention to ride in both finals to the committee on entering the rodeo arena at this time. Any competitor who chooses not to participate in their respective final event will forfeit their status. In the event of a rider withdrawing from the finals, the rider qualifying as number 11 respectively will be notified of their elevation into the final.

In the event that the number of competitors qualifying for the finals exceeds the predetermined number, (2 or more competitors tied on equal tenth for the open, equal fifth for the ladies or equal fifth for the juniors), a count back on the highest score in the stock handling event will determine which competitor will qualify for the final.

### **WORKING COW CATCH – JUNIOR**

#### **Rules and requirements**

- The working cow catch is a event where riders work a single, live cow around an arena.
- Judges brief, which include scoring criteria and points system, which will be held on Sunday morning at the Secretary's Office.

### **TIME TRIAL – JUNIOR**

#### **Rules and requirements**

- Competitors will be required to complete set, timed course obstacles.
- Obstacles that are 'unsuccessfully completed will incur a time penalty.
- At the completion of 'a run', any time penalties will be added to competitor's course time with the quickest time being declared the winner.

### **WORKING COW HORSE – LADIES & NOVICE**

#### **Rules and requirements**

- The working cow horse is a two phase event where riders perform a working pattern, before working a single, live cow around an arena.
- Judges brief, which include scoring criteria and points system, which will be held on Sunday morning at the Secretary's Office.

## WILD HORSE CATCH – OPEN & LADIES

### Rules and requirements

- Horses will be drawn on Sunday morning at the Secretary's Office. Any competitor not present 10 minutes after the third call will have their horse drawn by a committee member.
- Dangerous riding by competitor to either horse can result in disqualification from this section, at the judge's discretion.
- Only a halter may be used to catch their horse. Catching ropes or any gear with a Honda at either end cannot be used.
- Competitors are to supply their own halters – all halters will be inspected. No modifications e.g. wire.
- Competitors will start inside the arena and time will begin when the wild horse clears the chute.
- In the event of a fall, a competitor may remount and continue (barring injury).
- If a horse is caught and time allows, a competitor must attempt to lead the horse and show control.
- Competitors are allowed to use the fence to improve catching position but deliberate mistreatment of either horse will lead to an immediate disqualification.
- There will be two judges in this event.
- Competitors have unlimited attempts to catch their wild horse.
- A straight halter catch will gain more points than a rope followed by halter catch.
- No score will be given if a wild horse is injured or killed.

**This is a hazardous sport and it is stressed that competitors continue at their own risk.**

### NO CATCH NO SCORE

Approach	25 points
Catch	25 points
Horse & Rider Combination	25 points
Degree of Difficulty	25 points
<b>TTOTAL</b>	<b>100 points (average)</b>

## BUCKJUMP - OPEN

### Rules and requirements

- Competitors to draw their horses on Sunday morning at the Secretary's Office immediately following the wild horse catch draw.
- The stock saddle used in the final must be the same saddle used throughout the competition. Back cinches and croppers will be permitted to be added to competitor's saddle for this event.
- No breast-plate allowed.
- No bind between the stirrups allowed.
- Chaps are optional.
- Regulation spurs only. No side rollers, fixed or sharpened spurs allowed.
- Competitors must make an attempt to crack their whip to be awarded a score.
- Any grab downs will equal automatic disqualification.
- If a competitor loses a stirrup, the ride will be considered incomplete and no score will be awarded.
- A completed ride will be determined at the completion of an 8 second ride.

Horse	50 points
Rider	50 points
<b>TOTAL</b>	<b>100 points (average)</b>