



2023

RULES & REGULATIONS

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1 GENERAL RULES

- 1.1 A two-phase competition comprising of Dry Work and Cattle Work.
- 1.2 The event is open to all breeds of horses bred anywhere in the world.
- 1.3 The event is open to all sexes.
- 1.4 Horses and riders may compete in more than one division provided they are eligible.
- 1.5 It is the competitor's responsibility to have their information correct.
- 1.6 It is the responsibility of the competitor to ensure their equipment is correct, in good repair, and is correctly fitted.
- 1.7 At an event, the horse and rider's status will be as per the beginning of the event.
- 1.8 All nominations **MUST** be paid by the nomination closing date.
- 1.9 Competitors must adhere to the draw. Horses must be ridden in the order of the draw. Competitors can make a submission to change the draw prior to the event commencing to the committee, but only in exceptional circumstances. The committee's decision is final.
- 1.10 A change of horse's names will not be allowed after the commencement of the class.
- 1.11 Horses can be withdrawn from any ASCA affiliated Class or event at any point during a competition by:
 - The person who nominated the horse, or
 - The judge of the class in conjunction with the organising Committee if they deem the horse unable to continue due to injury or illness.
 - Where a horse is withdrawn due to injury or illness from any ASCA affiliated class the horse is not able to compete for the remainder of that show.
- 1.12 Where a horse has made a final for any ASCA affiliated class and is withdrawn:
 - The horse will be considered to have come last in the final, and
 - The final will run as drawn with no other horses added to the final draw
- 1.13 Where a rider/horse combination has made a final for any ASCA affiliated class, and, the rider becomes injured or incapacitated to the point of being unable to ride the rider may withdraw from the class and may not compete for the remainder of the day.
- 1.14 Where a rider wishes to withdraw from an aged class final, but the owner wishes the horse to compete in the final:
 - a) The owner or owner's representative of that horse must communicate to the committee their substitute rider prior to the final commencing.
 - b) The owner or owner's representative of that horse must demonstrate to the committee that the injury or incapacity is severe enough to prevent the rider competing, and
 - c) If the committee do not consider the injury or incapacity to a sufficient standard the horse will also be withdrawn.
- 1.15 Stallions are not to be ridden by anyone under the age of 18 years at any time during an event, either on the grounds or in the competition arena.
- 1.16 Stallions must be enclosed in panels or securely tied and hobbled. During daylight hours stallions may be unrestrained in panels. Panels must be at least 1500mm high with a minimum of 4 bars constructed of a minimum 25mm box or pipe. Panels must be securely anchored to a solid object. At night stallions must be double-tied.

2 MEMBERSHIP & AFFILIATION

Member year runs :

2023: 1 January - 31 September

2024 & onwards: 1st October - 31st September

- 2.1 Membership is compulsory for all competitors in ASCA affiliated events.
- 2.2 Competitors must be a full financial member of ASCA before being eligible for points in any standings/premierships.
- 2.3 Any competitor who knowingly nominates for an ASCA affiliated class which they are not eligible for, may incur a penalty at the ASCA Board's discretion.

Membership is available through the ASCA website.

3 CODE OF CONDUCT

- 3.1 Competitors shall abide by the rules of ASCA and the organising committee.
- 3.2 Competitors shall compete in a manner of good sportsmanship showing respect to judges, cattle, horses and fellow competitors.
- 3.3 Competitors shall not attempt to intimidate the judge in any manner.
- 3.4 Unsportsmanlike behaviour may result in disqualification.
- 3.5 The Event Committee can disqualify any competitor on the grounds of non-punctuality and/or general misbehaviour.
- 3.5 Riders and horses shall only compete in the classes they are eligible for.
- 3.6 Any breach of conduct is to be put in writing and submitted to ASCA for investigation and if necessary, disciplinary action will be taken.
- 3.7 No alcoholic beverages may be consumed, or brought into, a competition arena. The committee has the right to prevent any obviously intoxicated person from entering the competition arena.

4 DISPUTES COMMITTEE

4.1

- a) A disputes officer will be appointed by the Event Challenge Committee prior to the commencement of each Event and listed on the program.
- b) Disputes must be lodged within 2 hours of the completion of the class or incident.
- c) It is the disputes officer's role to gather as much information as possible from the rule book, the complainant, any witnesses, or any other sources to make a decision. The dispute officer should use the Disputes Form to assist them.
- d) Prior to making a decision, the disputes officer is required to consult the judge and the committee president. If the dispute pertains to ASCA rules, judging or code of conduct an ASCA Board representative should also be consulted.
- e) For disputes pertaining to rule breaches, judging complaints or code of conduct issues the disputes officer is required to send a copy of the Disputes Form to ASCA within 1 week of the completion of the event.

5 CLASSES OF COMPETITION

AGED HORSES EVENTS

In Australia the horse's birthday is 1st August. All horses in Australia, irrespective of where in the world they were bred, or when their birthdate is, will have their birthday on the 1st August. (Any horse that is a 4-year-old prior to 1st August will become a 5-year-old on 1st August and may continue to compete in the Classic Challenge for that calendar year. Any horse that is a 5-year-old prior to 1st August will become a 6-year-old on 1st August and so is not eligible to compete in the Classic Challenge at any time in that calendar year). All registered horses must have their breed society registration papers available for inspection by the show committee. All unregistered horses must be inspected by the committee's appointed veterinarian or representative (e.g. Equine Dentition) to determine the age and eligibility to compete.

5.1 CLASSIC CHALLENGE

Open to horses that are under five years of age and no restriction for rider.

5.2 LIMITED CLASSIC CHALLENGE

Restricted to riders competing in the Classic Challenge who have never won a Classic Challenge or Limited Classic at an ASCA affiliated event. Open to all Classic horses. Optional to hold a separate final.

5.3 OPEN CHALLENGE

Open to all horses and riders.

5.4 LIMITED OPEN CHALLENGE

Restricted to riders competing in the Open Challenge who have never won an Open Challenge or Limited Open at an ASCA affiliated event or Major Challenge. Open to all horses. Optional to hold a separate final.

5.5 DERBY CHALLENGE

Restricted to horses that are five and six years of age. Classic horses are not eligible.

RIDER EVENTS

5.6 NOVICE CHALLENGE

Restricted to riders who have never won a Classic Challenge or Open Challenge. Competitors are no longer eligible after winning 3 Novice Challenges. Open to all horses.

5.7 ROOKIE CHALLENGE

Restricted to riders who have never won a Classic, Novice Challenge or Open Challenge at an ASCA affiliated event. Competitors who win a Rookie Challenge will remain eligible to compete in Rookie events for that calendar year only.

a) Rookie competitor who wins a Classic Challenge or Open Challenge is no longer eligible to compete as a Rookie.

b) Any competitor who wins the Rookie Premiership will no longer be eligible to compete in a Rookie Challenge.

5.8 NON PRO ROOKIE INCENTIVE

Restricted to Rookie competitors who have never received remuneration for training, working or showing performance horses. Restricted to horses that have never won a Classic Challenge or Open Challenge.

5.9 ENCOURAGEMENT CHALLENGE

1. The Encouragement class is considered an adult class. It is restricted to:

a) Riders that have never won any single event that involves a cattle work regardless of affiliation or discipline of that event

b) Horses that have never won any single event involving cattle work regardless of affiliation or discipline of that event

c) Juveniles in any discipline are eligible to enter this class regardless of winning Juvenile, Junior, or similar events in ASCA or other disciplines

2. Juveniles will not be eligible to ride in this class:

a) If they have won an adult rider or horse aged event that involves cattle work regardless of affiliation or discipline of that event. An example would be that a juvenile that has won an adult challenge, campdraft, cutting, or cow horse would not be able to enter, either as a juvenile or as they progress to the adult classes.

b) A Juvenile rider may only compete on a horse that meets the definition in (1. b) above.

3. One encouragement win, and the horse and rider are no longer eligible.

5.10 JUVENILE CHALLENGE

Open to riders 13-17 years of age.

6 DRESS

- 6.1 HATS: Australian style hat to be worn whilst competing.
- 6.2 HELMETS: Optional, although it is recommended they be worn during the cattle work phase. **All riders under the age of 18 years are required to wear a riding helmet when mounted on a horse, anywhere on the grounds at an ASCA affiliated event.**
- 6.3 SHIRT: Long Sleeve button up shirt with a collar, with the sleeves buttoned down.
- 6.4 TROUSERS: Jeans or moleskins. No jodhpurs.
- 6.5 TIE: Must be worn. Women may wear a tidy scarf to replace a tie.
- 6.6 BOOTS: Riding boots must be worn. Riding boots that enable the foot to come free of the stirrup iron, and prevents the foot from sliding through the stirrup iron, must be worn. Covered shoes should be worn whenever handling horses.

7 EQUIPMENT

- 7.1 BRIDLE: Personal choice. One ear bridles and double headstall bridles are not to be used.
- 7.2 BIT: In all phases a snaffle bit must be used. This must be free rolling, loose ring snaffle with a single joint (two-piece bit) with a smooth mouthpiece (a sweet iron may be used). Bit must be no thinner than 3/8 (9.5mm) measured against the cheek. A bar or tube bit may be used if the ring is free rolling. Ring must measure no more than 4" (100mm) in diameter. No twisted wires or sharp edges allowed.

A bit check must be completed in all phases of competition. On request of the Gate Marshal competitors must dismount and remove the bridle for inspection prior to entering the competition arena. The bit must not be handled by the gate marshal. If the bit is handled by the gate marshal, the competitor must be given time to wash the bit before re-bridling and competing.
- 7.3 REINS: Personal choice.
- 7.4 SADDLE: Australian type stock saddle with knee pads and no horn. Competitors will not be penalised for the use of a back girth.

NOT ALLOWED: Tie-downs or martingales of any description, nosebands or any other artificial device are not to be used.

8 JUDGES

8.1 NUMBER OF JUDGES

The organising committee will determine the number of judges for each event

8.2 JUDGING ACCREDITATION

Judging Accreditation Clinics will be available for prospective judges. Upon completion of the Judges clinic, Trial Judges should complete the application form in full and forward to ASCA for the Board's consideration. Trial judges must make application within 12 months of attending the judges clinic. If an application for Trial judge is rejected, the applicant may reapply upon completion of attendance at another judging clinic. A Trial judge who wishes to obtain full Judging Accreditation must complete the required form and forward to ASCA for the Board's consideration. If the application is rejected the applicant may reapply no sooner than twelve months from the date of receiving advice the application has been rejected. ASCA reserve the right to appoint a person as an Accredited Judge who in the Board's opinion is deemed to be competent.

8.3 SHADOW JUDGING

A competitor may apply to shadow judge provided they are not competing in that class.

8.4 DRY WORK JUDGES

ASCA accredited judge, or if unavailable, committees must source judges who have previous experience at a high level of competition with an emphasis on safety awareness.

8.5 CATTLE WORK JUDGES

Must be either an ASCA Accredited Cattle Work Judge or an accredited Campdraft judge with one of the following:

- Australian Campdraft Association
- Australian Bushman's Campdraft and Rodeo Association
- Southern Campdrafting Association
- The Gippsland Campdraft Association

8.6 VIDEO

It is a recommendation that where-ever possible committee's video all runs over the duration of the event. This video may be used at the judge's discretion or for use by the Disputes Committee.



9 DISQUALIFICATION

- 9.1 Competitors will be scored in all phases unless eliminated or disqualified.
- 9.2 ASCA DOES NOT CONDONE ANY ACTS OF ANIMAL CRUELTY. DISQUALIFICATION WILL APPLY IF:
- Horse/Rider falls
 - Horse bucks or becomes unmanageable
 - Any blood from spurring or in the mouth from the bit
 - Excessive spurring in front of the girth
 - Lameness as determined by the judge of the class in consultation with the organising committee
 - Using the incorrect gear as stated in Equipment Section 7
 - Abuse of horse, cattle, judges or official.
- 9.3 DEFINITION OF FALL OF HORSE:
When the horse's shoulder and hip are on the ground and all four feet are facing in one direction. Fall of horse in any event receives a score of '0' for that phase of the event.
- 9.4 DEFINITION OF FALL OF RIDER:
Rider is no longer astride the horse.
- 9.5 This event is to be ridden TWO-HANDED. There will be no penalty for the use of one hand at a walk during herd work, cracking whip, or at entry or leaving arena. The competitor may use one hand at speed in order to crack whip if required, to reset their hat, or for safety reasons. There will be no other exception. More than one manoeuvre performed one-handed will incur a "0" for the entire pattern.

- 9.6 "0" SCORE FOR DRY WORK PATTERN
- a) Fail to complete the pattern.
 - b) Horse leaving the working area with all four feet. The working area shall be defined with markers and any horse obviously leaving the working area will be disqualified.
 - c) Two (2) pattern deviations to the pattern.
 - d) Blatant disobedience, biting, bucking or rearing.
 - e) Fall of horse and/or rider.
 - f) More than one manoeuvre performed one-handed will incur a "0" for the entire pattern.
- 9.7 "0" SCORE FOR CATTLE WORK
- a) If the competitor contributes to the beast showing any blood, lameness or distress or bailing up.
 - b) Horse tail turns.
 - c) Dangerous riding.
 - d) Handling cattle in arena detrimental to the wellbeing of stock.
 - e) Purposely running cattle into the fence.
 - f) Excessive spurring, jerking, or hitting a horse
 - g) Fall of horse and/or rider.
 - h) Excessive aggression in continuing to pressure a lost beast through the herd causing stress to the mob.

Competitors receiving a "0" score on the outside course will retain their Cut Out score.

- 9.8 In the event of a major interference the judge may award a restart at their discretion.

10 DRY WORK

Horses shall work individually. The competitor is to acknowledge the judge and judging begins the moment the judge indicates to the competitor to commence. There will be no schooling from the time the horse enters the arena.

A dry work pattern may consist of the following variation of gaits: such as walk, trot, canter, fast canter and/or gallop, lead changes (simple or flying), at least one spin each way, one roll back each way, back up, stops, circles and whip cracking. It is requested that committees use one of the patterns approved by ASCA. The judge may only deviate from the exact printed pattern due to arena safety conditions only.

The best dry work horse shall be willingly guided and controlled with little or no resistance. Points will be awarded for precision and accuracy. Points will be deducted for lack of precision, discipline, and quality of movements. Penalties will occur for incorrect manoeuvres. All deviations from the exact pattern must be considered a loss of control and marked down accordingly. Credit shall be given for the smoothness, finesse, attitude, speed control and precision of various manoeuvres.

A manoeuvre which is performed accurately at the average requested pace should be scored above a competitor who is performing inaccurately but at a fast pace.

- Score is from 0 - 10 for each manoeuvre.
- Half points may be used.
- The dry work pattern is divided into sets of manoeuvres.
- In the event of a major interference the judge may award a restart at their discretion.
- It is the judge's responsibility to evaluate these manoeuvre groups individually and rate each manoeuvre group according to the scoring scale.

CREDIT WILL BE GIVEN FOR:

- a) Precision of pattern
- b) Accuracy of manoeuvre
- c) A horse that is willingly guided
- d) A high degree of difficulty
- e) Smoothness & presentation

JUDGES WILL LOOK FOR:

- a) Walk: a horse that shows the ability to extend itself at a walk with calmness and control.
- b) Trot: a horse that can extend itself with a degree of collection as a two-beat gait. When trotting on a circle or turn the rider must be on the correct diagonal.
- c) Canter: to be free going and calm, exhibiting a degree of collection as a three-beat gait.
- d) Gallop: a horse that can show speed with calmness and control
- e) Credit will be given to a quality canter departure from the halt. Penalties apply for more than two trot strides in the canter transition.

Scoring Scale

Dry Work	Cattle Work	Manoeuvre Score Definition
10	25	Excellent Representation of Manoeuvre
9	24-23	Very Good Quality
8	22-20	Good Quality - Showing Some Discipline
7	19-17	Sufficient - Showing some Quality
6	16-14	Executed - low quality
5	13-11	Executed - needs improvement
4	10-8	Attempted - Insufficient execution
3	7-5	Lack of discipline during manoeuvre
2	4-2	Poor attempt
1	1	Undesirable attempt
0	0	Not executed

10 DRY WORK

- 10.1 EACH PATTERN MANOEUVRE must be scored out of 10 for consistency of judging
- 10.2 MANOEUVRE PENALTIES are to be applied as faults are presented.
- 10.3 **20 POINT PENALTY**
- A pattern deviation is defined as a failure to execute a manoeuvre as described in the pattern. Deviation to the pattern will result in a 0 manoeuvre score and - 20 point deduction for that manoeuvre only. Directly amending the deviation to return to the correct position for the next manoeuvre will not incur a disqualification. More than one deviation will result in a 0 score for the entire pattern.
 - Should a competitor ride one-handed they will receive a 0 manoeuvre score and - 20 point deduction for that manoeuvre only. Two manoeuvres ridden one-handed will incur a 0 score for the pattern.
- 10.4 **5 POINT DEDUCTIONS PENALTY:**
- Incorrect equipment or attire
 - Loss of control of whip
 - Blatant kicking up during a lead change or rollback
 - Performing a simple change where a flying change is prescribed or vice versa.
 - Lockup or refusal in roll back or spins
- 10.5 **2 POINT DEDUCTIONS:**
- Trotting on incorrect diagonal
 - Over or under spin $\frac{1}{4}$ of a turn
 - Rollback less than 3m from arena fence
 - Stopping less than 4m from end wall
- 10.6 **1 POINT PENALTY:**
- Incorrect lead/disunited each $\frac{1}{4}$ circle
 - Break of gait
 - Scotching or anticipating a stop
 - Trotting more than 2 strides on a lead departure or roll back and for each $\frac{1}{4}$ circle the horse remains at a trot.
- 10.7 **$\frac{1}{2}$ POINT PENALTY**
- Not changing leads simultaneously
 - Over or under spin $\frac{1}{8}$ of a turn

10.8 **PENALTIES AT JUDGES DISCRETION:**

- Excessively slow canter resulting in a 4 beat gait
- Excessively fast gallop which appears to be detrimental to the horses welfare and detracts from the smoothness of the pattern.

GLOSSARY OF TERMS

CIRCLES

Circles are a controlled manoeuvre in the designated area of the arena. The competitor exhibiting flowing, controlled circles on a horse willingly guided and executes smooth transitions. Right and left circles shall touch a common centre line in the middle of the designated area. Circles shall start and finish on the correct lead. The speed and size of the right circles should be exactly the same as the speed and size of the left circles. The horse's gait should appear to be even and fluent, without heavy rider contact and exaggerated commands. Circles shall be ridden far enough from the arena wall that it does not affect the circles. The horse should track true and maintain its balance on the circle. A clear definition of fast and slow circles is required.

LEAD CHANGES

- Simple Change:** when rider changes leads by performing a downward transition to a walk or trot before changing to the opposite lead in the canter.
- Flying Change:** is performed by a horse in which it changes leads at the canter while in the air between two strides. The flying change must be executed with no change of speed or gait. The horse shall change leads at the exact location dictated in the pattern description and shall change in one stride. A horse shall be considered out of lead if both front and rear leads are not changed in the same stride.

10 DRY WORK

GLOSSARY OF TERMS

RUN-DOWNS

Run lengthwise through the arena. They shall be made as described in the given pattern, unless the judge indicated otherwise. The horse shall demonstrate a relaxed fluid attitude for the direction of the manoeuvre. The horse shall use controlled speed consistent with the size of the arena and the conditions of the ground. The horse shall travel in a straight line with minimal contact from the rider. Straight, controlled rundowns with square, smooth stops, maintaining suppleness are desirable.

STOPS

Shall be in a straight line with the direction of travel. The horse shall have its hocks well under it during the entire stop, maintaining a natural head position and displaying obedience to a light rein. Stop must be executed at a minimum of 4 metres from end wall.

HALTS

The cessation of forward movement. All four feet are stationary before progressing on to the next manoeuvre.

SPINS

Spins are a 360 Degree movement that shall be smooth and fluent. The location of the inside hind leg shall be fixed for the direction of the spin. As the spin is a forward movement, the outside front leg shall step across in front of the inside front leg. The horse shall stop the spin exactly as dictated by the pattern description. The right and left spins shall have the same speed and balance.

BACK-UP

The horse being caused to move in a reverse motion in a straight line for a required distance. The horse shall begin the back-up in a controlled and willing manner and shall continue to back-up without hesitation until directed to stop by the rider.

HESITATE

Hesitation is only long enough to show the completion of one manoeuvre before the next one starts. There shall be slight hesitation to indicate each manoeuvre, not disrupting continuity

ROLLBACKS

A manoeuvre that combines a stop, turn over the hindquarters and exit in one fluent motion. The rollback must be executed with no more than slight hesitation after the stop and the horse shall not step ahead or back-up prior to the turn. The horse shall be in position to canter off in a straight line when exiting a rollback insuring the correct lead without raising its head or showing resistance. Rollbacks should be executed a minimum of 3 metres from the wall.

COLLECTION

Collection implies that a horse will carry itself in frame by engaging its back and hindquarters and whilst maintaining a lightness and mobility of the forehand with only light contact through the bit. This is achieved by the use of the seat, legs and containing hands.

APPEARANCE AND PRESENTATION

Both the horse, rider and equipment should be clean, neat and tidy and well presented.

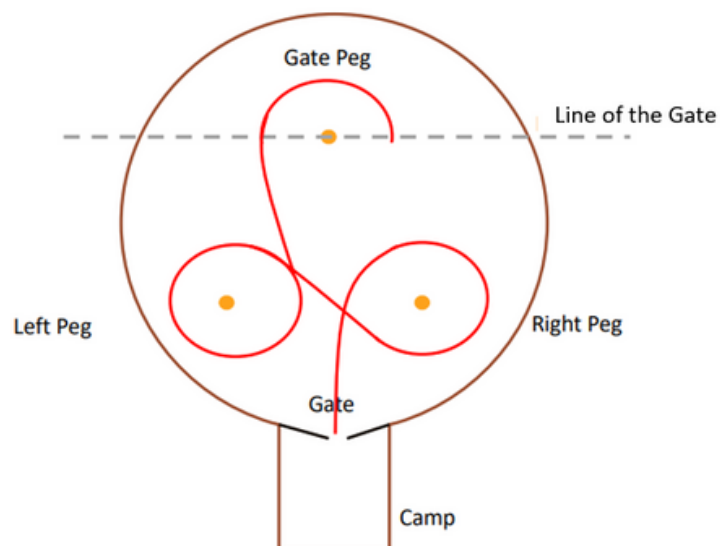
ARENA DIMENSIONS

Recommended size 40m x 80m. Minimum 30m x 60m. Arenas must be clearly defined with markers, including centre lines and corners.

11 CATTLE WORK

- 11.1 The cattle work will be scored with a maximum of 100 points. 25 possible points in the cut out (camp) section and 75 points in the arena work: 25 points for the first circle; 25 points for the second circle; 25 points for the gate or third circle. The time limit in the arena is 40 seconds.
- 11.2 The outside course is similar to a campdraft course and as such:
- The course will consist of three single pegs. One is on the right and the other on the left and a third is the indication of a "gate". See Image A
 - There will be no 4 th peg used to indicate an actual gate.
 - The Committee and the judge have discretion as to the placement of the pegs to maximise safety for both cattle and competitors.
 - The course can be ridden in whatever direction the competitor chooses.
 - Each peg shall be considered an objective
 - There shall be one attempt only at each objective/peg
 - To be considered an attempt at 1st and 2nd peg, the horse and beast must not cross the line of the gate.
 - To be considered an attempt at the 3rd peg the horse and beast must cross the line of the gate which runs parallel to the face of the camp through the 3rd peg as indicated in Image A
 - The 3rd peg will be considered completed when the beast crosses the line of the gate after passing around the 3rd peg.
 - If the 3rd peg is missed the competitor will continue to attempt to circle, to demonstrate they are in control of the beast, and ride to the whip.
 - There is no requirement to wrap the beast at the completion of the run.
- 11.3 It is permissible for the competitor to quietly look at the cattle before they begin their run but the herd must not be disturbed.
- 11.4 Whilst working cattle in the camp, the judges will be assessing the horse and rider's accuracy on cattle, style and effectiveness.
- 11.5 In the camp
- when the judges have determined that the competitor has lost control of the beast twice, or cantered across the camp marker, the competitor's "cut out" section will be terminated, and they will be scored '0' for the cut-out section.
 - The competitor must wait outside the camp while the beast is assisted out of the camp by the mounted steward and any assistants.
 - The competitor is allowed to continue to the outside course.
- 11.6 On the outside course-
- The course will be scored by the judge as per rule 12.15
 - The run will be terminated by the judge
 - When a horse hits a beast over the hocks or runs up the rump of a beast.
 - When the fence is used to turn the beast.
 - If the beast touches the fence at any time for any reason.
 - If, while attempting the 1st or 2nd peg, the rider or beast crosses the line of the gate indicated in Image A.
 - A second attempt is made at an objective/peg.

Image A



11 CATTLE WORK

- 11.7 In the event of a beast which has been selected by a competitor, becoming lame or showing any bleeding or distress or bails up and attempts to horn a horse, the judge shall immediately terminate the round and score the competitor, providing the first circle/peg has been completed. In this case no re-run shall be awarded. If the said selected beast behaves as above prior to completing the first peg/circle, the judge shall terminate the round and no outside score shall be given. No re-run will be awarded. The competitor shall retain their cut out score.
- 11.8 Where the judge terminates an outside run due to interference, the competitor will be awarded a re-run. The competitor will start again with the lesser of the two cut out scores with the original entitlement of cattle.
- 11.9 The competitor must continue to ride until the whip terminates the run for a score.
- 11.10 The number of cattle in a camp shall be as follows:
- For a premiership event, the range shall be between 4 to 10 and at the discretion of the committee.
 - For an event that is not eligible for the premiership, camp numbers are at the committee's discretion.
 - It is recommended Encouragement and Juvenile events shall have one beast only for the first round, and 4 to 10 for the final, however, camp numbers are at the discretion of the committee.
 - Junior and/ or mini wet work is not a requirement but, if programmed, it must be run with one beast only, and in a small, fully enclosed arena.
- 11.11 Each person in the Preliminary round and Final round of the Cattle Work will receive one (1) fresh head of cattle - one in, one out. A mounted steward will be present throughout the Cut Out Work to inspect cattle and to remove any cattle from the camp that are distressed, lame, diseased or blind.
- 11.12 If the selected beast jumps out the back or side of the camp the competitor may be given a re-run provided they have not used excessive pressure in working their beast. The competitor will continue with the same number of cattle but all penalties must be carried forward
- 11.13 In the event the selected beast breaks out the front of the camp before the competitor has called for the gate the competitor must follow. The competitor may be given a re-run if the judge considers the competitor has not contributed to the break out and has been disadvantaged, but will receive the lesser cut out score.
- 11.14 When the run is terminated the competitor will be scored for work done regardless of whether the last circle is completed. That is, if the competitor is obviously attempting the next circle, points will be given relative to the work completed. For example, if the competitor is halfway around the circle when the time expires, if the judge was thinking it was a 20 point circle then the score to give would be 10 points. If the competitor is three quarter way around the circle and the beast bails up, if the judge was thinking it was a 20 point circle the score to give would be 15 points.
- 11.15 Camp must have a visible line/ marker located on both sides of the camp. Markers must be located a minimum of 3m, not more than 5m, from where the herd sits. Competitors must not canter past these indicators.

11 CATTLE WORK

CAMP

CREDITS

- a) Horse and rider that works a beast with accuracy and natural athleticism, timing, shape.
- b) Degree of difficulty and effectiveness.
- c) Ability to separate beast quietly from the mob and put into working position in the camp.
- d) Eye appeal.

PENALTIES

- a) Beast lost to back fence, but still under control incurs a 3 point penalty.
- b) Loss of beast into herd incurs a 5 point penalty.
- c) Entering cattle before the judge's acknowledgment incurs a 5 point penalty.
- d) Cantering past markers in the camp results in a 0 score for camp work.
- e) Loss of beast twice into herd is a 0 camp score.
- f) Aggressive riding into herd is a 0 camp score.

NB. Listed penalties are a guide only and are to be used at the judges discretion.

COURSE

CREDITS

- a) Ability of horse to track/rate beast
- b) Maintaining correct position on beast and course
- c) Degree of difficulty
- d) Eye appeal and smoothness of horse work

DEDUCTIONS

- a) Resistance, hanging up/locking up
- b) Excessive tossing of head
- c) Inability to rate/track beast
- d) Horse displaying resistance to check (rider unable to slow down)

"0" SCORE FOR CATTLE WORK

- a) If the competitor contributes to the beast showing any blood, lameness or distress or bailing up.
- b) Horse tail turns.
- c) Dangerous riding.
- d) Handling cattle in arena detrimental to the wellbeing of stock.
- e) Purposely running cattle into the fence.
- f) Excessive spurring, jerking, or hitting a horse.
- g) Fall of horse and/or rider.
- h) Excessive aggression in continuing to pressure a lost beast through the herd causing stress to the mob.

12 SMALL ARENA CATTLE WORK

The Aim of this section of the Challenge is to demonstrate the control of both the horse and the beast in a small arena situation.

General Rules

- 12.1 One beast to be supplied for each competitor, with the judge able to reject a beast, or reward a re-run where the beast is deemed to be unsuitable. This is achieved via one sounding of the whistle/horn/whip.
- 12.2 At any time during the work, if there is an instance where the judge feels that it is in the best interest of animal welfare and competitor safety, the judge can terminate a run by sounding the whistle or bell twice.
- 12.3 A re-run will be awarded at the judge's discretion, where the run was terminated due to no fault of the competitor.
- 12.4 A competitor may choose to continue to work their beast after the whistle is blown, after which no additional re-run can be awarded.
- 12.5 The small arena wet work is scored out of a possible 100 points.
- 12.6 Credit will be awarded for always maintaining control of the beast, with position, pace and control plus overall eye appeal contributing to the points awarded for each section. Points will be deducted for loss of control of beast, and excessive use of the arena fence.
- 12.7 In the event of a beast bleeding, a rerun may be awarded where the judge believes the blood was not caused by the competitor.

Option A

Recommended for beginner riders and horses but can be used for all levels. This option consists of holding a single beast on the short end of the arena for a period of fifty (50) seconds.

The competitor shall ride into the arena, face the cattle entry gate, and signal for their beast to be let into the arena. The beast shall be controlled on the entry end of the arena for an enough time to demonstrate the horse's ability to "hold" the beast. If the beast does not immediately challenge the horse, the rider shall move in on the beast to demonstrate the horse's ability to drive the beast across and block the beast on the entry fence.

Option B

Recommended for Intermediate to advanced riders and horses. There are three (3) parts to this option:

- Cutout
- Setting up the beast and driving it down the fence to the opposite end of the arena, and
- Cutout at the opposite end of the arena.

Cutout: The rider shall ride into the arena, face the cattle entry gate and signal for their beast to be let into the arena. The beast shall be controlled on the entry end of the arena for enough time to demonstrate the horse's ability to hold the beast. If the beast does not immediately challenge the horse, the rider shall move in on the beast to demonstrate the horse's ability to drive and block the beast on the entry fence.

Set Up Beast, Drive Down Fence to Opposite End of

Arena: After the beast has been controlled on the entry end of the arena, the rider shall set the beast up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to the beast to demonstrate control with the beast against the fence. This distance and control should be maintained for approximately $\frac{1}{2}$ to $\frac{3}{4}$ the length of arena. The rider will then stop and release the beast and move the horse toward center of arena to set the beast up for cutting it out again.

Cutout at Opposite End of Arena: The competitor will again control or "hold" the beast for the remainder of time at end of the arena to demonstrate the horse's ability to control the beast.

Ride to 50 seconds or a time designated by the committee.

12 SMALL ARENA CATTLE WORK

Option C

Recommended for advanced riders and horses. There are three (3) parts to this option:

- Cutout
- Fence turns
- Circling

Cutout: The rider shall ride into the arena, face the cattle entry gate and signal for their beast to be let into the arena. The beast shall be controlled on the entry end of the arena for enough time to demonstrate the horse's ability to hold the beast. If the beast does not immediately challenge the horse, the rider shall move in on the beast to demonstrate the horse's ability to drive and block the beast on the entry fence.

Fence Turns: After the beast has been controlled on the entry end of the arena, the rider shall set the beast up and drive it down either side of the arena. The beast should be turned on the fence at least once in each direction. Competitors must drive the beast past the center marker of the arena before commencing the turn. All turns down the side shall be completed before reaching the end fence.

Circling: After the beast has been controlled on the entry end of the arena, the rider shall set the beast up by driving it down either side on the arena and then towards the center of the arena. The competitor will manoeuvre the beast smoothly in at least one complete circle in each direction without interference from the fence. The circle's size, symmetry, speed, and relative balance from right and left show control. The circles should be completed before the beast is exhausted. Once a competitor has committed to circling the beast, if the beast falls no new beast will be awarded. The competitor will complete the run by riding around the fallen beast to fulfil circling requirements. In the circling portion of the judging, one whistle will terminate the work and two whistles will award a new beast.

The course will consist of one marker on either side of the cutout end of the arena and a marker on the side fences designating the center line. Ride to the judge's call (whistle/whip) or time designated by the committee.

Scoring

12.8 Credits will be applied as follows:

- All runs begin upon entering the arena and are subject to penalty at that time.
- Cutout: Credit will be given for the horse's expression, eye appeal and its 'cow sense' (i.e., making moves with little rider assistance); holding, controlling, and turning the beast; the amount of work done; and the degree of difficulty of the work. The aim is to show control of the beast, utilizing this section to educate the beast to move off pressure from the horse.
- Set Up Beast and Drive Down Fence: Credit will be given for rating and blocking the beast with pressure towards the end of the arena; driving the beast with control down the side of the arena; and controlling a difficult beast.
- Credit to given for holding the beast on the fence when initiating the turns.
- Circling: Credit will be given for smooth, flowing even circles, to demonstrate the horse's control of the beast.

12 SMALL ARENA CATTLE WORK

12.9 Penalties will be assessed as follows:

1 Point

- Over-bridled (per manoeuvre)
- Out of frame (per manoeuvre)
- Loss of working advantage
- For each length horse runs past beast
- Working out of position

3 Points

- Allowing the beast to go past the markers during the cutout section.
- Failure to drive beast past center marker during turns on the fence
- Going around the corner of the arena before turning beast when attempting a fence turn
- Exhausting or overworking the beast before circling
- Loosing connection with the beast during the cutout.

5 Points

- Blatant disobedience

Off-Pattern (OP) - Cannot place above others who complete pattern correctly.

Disqualification (DQ)

- Turning tail
- Horse/Rider falls
- Horse bucks or becomes unmanageable.
- Any blood from spurring or in the mouth from the bit
- Excessive spurring in front of the girth
- Lameness as determined by the judge of the class in consultation with the organising committee.
- Using the incorrect gear as stated in Equipment section
- Abuse of horse, cattle, judges or official.
- Leaving arena before run is complete

13 ANIMAL WELFARE

- 13.1 The judge will disqualify any competitor who displays unnecessary rough treatment of any horse or beast.
- 13.2 Committee's must strive to have an arena surface that minimises the risk of injury.
- 13.3 A suitably licensed and competent person must be available in the event of an animal requiring euthanasia. This must be performed immediately and humanely with the animal being sheltered from public view where possible

HORSE WELFARE

Inhumane treatment or abuse of a horse in any manner in a Challenge competition arena or on the grounds is prohibited. Inhumane treatment includes the showing of a crippled, lame or injured horse or a horse with any abnormality which could result in that horse's undue discomfort or distress. Abuse includes excessive jerking, spurring, whipping or any other act intended to cause trauma or injury to a horse. Any act of abuse, or intent to abuse, a horse at an event which could also endanger the safety of other persons or animals will be dealt with by the ASCA Board.

- 13.4 All events affiliated with the Australian Stockman's Challenge Association will be subject to this code and all relevant State legislation
- 13.5 All horses must appear sound and in sufficient condition and fitness to perform the task required of them.
- 13.6 Horses failing to meet the judge's approval will be disqualified.

CATTLE WELFARE

- 13.7 Cattle must be in at least strong store condition in what is accepted as reasonable condition for that area.
- 13.8 Cattle must be of a suitable size for the event they are required for.
- 13.9 Pregnant cattle must not be used.
- 13.10 Any cattle obviously distressed or unsound must be removed from the camp at the judge's discretion.
- 13.11 Committees must ensure all cattle required for a competition are fed and watered.
- 13.12 In extreme weather conditions committees must take all reasonable measures to ensure the welfare of the livestock
- 13.13 All yards must be of a suitable standard to ensure the safe holding and working of stock.

14 COMMITTEE REQUIREMENTS

Any Committee can affiliate with ASCA.

The definition of 'Affiliated Committee' is:

- a) All participants at all events, shows, clinics are financial members of ASCA
- b) Committees have programs approved by ASCA prior to the event
- c) Committees provide ASCA all details of all participants at an event prior to the event occurring
- d) Committees provide ASCA all results of all first rounds and finals including rider and horse details
- e) Committees actively participate in the insurance, risk management, and compliance obligations outlined by ASCA and the insurer

Upon affiliation, the committee will be entitled to:

- a) Use and reproduce the branding, rules, and patterns
- b) Participate in the marketing and social media capacities of ASCA
- c) Event inclusion in the ASCA calendar
- d) Access support for the running of events
- e) Access ASCA insurance for all their events, including shows, training days, and clinics.

All Committees affiliated with ASCA are insured with ASCA for the challenge component (including cattle and dry phases) of their event.

- I. Committees can elect to insure the campdraft component of their event with ASCA resulting in participants only requiring an ASCA membership to compete.
- II. Where a committee decides to become affiliated with another association, like ACA or ABCRA, for the campdraft component, competitors have the following options:
 - Compete in the challenge only (cattle and dry phase) with an ASCA membership;
 - Compete in the campdraft only with an ACA, ABCRA, or equivalent membership;
 - Compete in both components with dual association memberships.

- 14.1 ASCA affiliated committees have access to ASCA Patterns and Scoresheets. These must not be amended and must be used as written.
- 14.2 Any campdraft run by an ASCA affiliated committee that is insured by ASCA must be run to the rules of a Campdraft Association that is affiliated with the NCCA.
- 14.3 Programs for affiliated events must be submitted to ASCA for approval.
- 14.4 Prize money is to be paid to the person who nominated the horse.
- 14.5 An ambulance or other medical service provider must be in attendance prior to cattle work commences until completion.
- 14.6 A nominated first aid person and a first aid kit should be present at all ASCA-affiliated events.
- 14.7 All committees must have a nominated Risk Management Officer and notify this person to ASCA prior to the event.
- 14.8 All accidents or serious incidents must be recorded on a ASCA incident report form, sent to ASCA within 48 hours and retained for a minimum seven years. Names and addresses of any witnesses should be recorded.
- 14.9 Committee must provide a copy of the ASCA Rules, chosen patterns, and associated recommended judges' addresses/scorecards to the judge a minimum of one week before the event.
- 14.10 Committee must communicate with the judge before the event commences, the allocated stewards, and the process for removing cattle safely and efficiently from the camp.
- 14.11 All committees must have a nominated Disputes Officer.

15 RISK MANAGEMENT

- 15.1 Each committee must assess the venue and take steps to minimise any potential risk as their duty of care to the participants, staff and spectators.
- 15.2 Buildings, yards and structures must be inspected.
- 15.3 Designated areas must be clearly signed.
- 15.4 Horses are not allowed in areas reserved for the public.
- 15.5 The public should be directed to keep clear of cattle yards and horse areas.
- 15.6 If the public has access to horse areas warning signs should be in place to inform them of the potential for injury to humans and horses.
- 15.7 Committees must complete an ASCA Risk Management Checklist and return to ASCA one week prior to the event.

16 COMPETING WITH INJURY OR PERMANENT IMPAIRMENT

- 16.1 ASCA encourages inclusivity within our sport.
- 16.2 The ASCA Board will determine if the rider/horse combination is considered to be suitable to compete from a safety / risk perspective. This may require a ridden assessment with a judge approved by the Board, The timing and location must be negotiated with the competitor, and occur prior to the Board making a decision.
- 16.3 Competitors with a permanent impairment or injury wanting to amend a manoeuvre must notify the class judge, via email to the event committee, a minimum of one week prior to the event of their intention to compete. The email must include the dry pattern manoeuvre unable to be executed and a suggested alternative manoeuvre they can complete. The competitor follow up with the judge prior to the class commencing to confirm approved amended manoeuvre.
- 16.4 Judges have ASCA approval to amend manoeuvres, in negotiation with impaired/injured competitors, prior to the class commencing. Each amended manoeuvre is to be judged on execution of the negotiated manoeuvre.
- 16.5 Judges cannot amend Cattle Work/ Small Arena Cattle Work rules without Board approval.
- 16.6 Competitors with a long-term injury supported by a current medical certificate(dated within in 1 month of event) can compete but must adhere to 16.3 & 16.4.

A permanent impairment or injury is such which prevents the competitor from competing in accordance to the ASCA rules in their entirety. Section 16 does not extend to competitors with temporary injury. ASCA does not condone competitors competing with an injury which inhibits their ability to compete safely.

17 PREMIERSHIPS

17.1 All Challenge classes that are a part of any competition conducted within ASCA where premiership points are accumulated throughout the year must consist of the standard two phase competition of Dry Work and Cattle Work run to ASCA Rules and Regulations.

17.2 Any ASCA affiliated Committee may be part of the Premiership on approval of the Board.

17.3 The point score year will be:
 2023 - 1st January - 31st September
 2024 & thereafter - 1st October - 31st September

17.4 Points will be allocated on the sliding scale adopted by ASCA as per below.

17.5 A final must be held for the Classic to be eligible for Premiership points. Should a situation present where a final cannot be held for the Open, Derby, Rookie or Juvenile they will still be eligible for Premiership points, however it is recommended a final be held. The final must be run in accordance with Rule 18.2 (Note: Count the actual starters, as late scratchings must not be included).

17.6 No clean slate final as per Rule 18.1. No individual or committee may choose who enters a final. Rule 18.2 ensures transparency in the allocation of Premiership points, and protects the integrity of ASCA and the host committee.

17.7 Premiership Classes are: Classic Horse of the Year, Champion Classic Rider, Open Horse of the Year, Champion Open Rider, Champion Rookie Rider of the Year, Champion Juvenile Rider of The Year and Derby Horse of The Year.

17.8 Committees wishing to run a Premiership class at their event must submit their event date and the premiership class with ASCA for inclusion in the Premiership Calendar 4 months in advance to event date.

17.9 Committee's hosting a Premiership class at their event must submit all first-round competitors scores and final placings to ASCA for inclusion in Premiership scoring table within one week of completion of event.

Placings

Number of Horses	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
2-5	2	1													
5-10	4	3	2	1											
11-15	6	5	4	3	2	1									
16-20	8	7	6	5	4	3	2	1							
21-30	10	9	8	7	6	5	4	3	2	1					
31-40	11	10	9	8	7	6	5	4	3	2					
41-50	12	11	10	9	8	7	6	5	4	3					
51-60	13	12	11	10	9	8	7	6	5	4	3				
61-70	14	13	12	11	10	9	8	7	6	5	4	3			
71-80	15	14	13	12	11	10	9	8	7	6	5	4	3		
81-90	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
91-100	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3

18 FINALS

18.1 There will be NO clean slate finals.

18.2 Challenges with up to 50 competitors shall have a final for the ten highest scoring horse and rider combinations. For every ten riders over 50 the next highest scoring competitor is to be included in the final.

18.3 Minimum competitors in a premiership final will be 10% of the total number of competitors.

18.4 The Number of finalists should be nominated by the committee and publicly announced before the commencement of the class.

18.5 In the event of a tie for first place:

- a) The Committee add into the overall aggregate score the dry work score of the first round and cattle work score for the final round for each competitor to determine a winner.
- b) If still no clear winner, committee should add the first round score for each competitor.
- c) If still no clear winner, add aggregate of score for Manoeuvre 7 in dry work pattern and first peg score from cattle work from final round.

