

Gunalda and District Campdraft Association

Rule Book

Version 1.2

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Version Release History

VERSION	DATE	BY	CHANGES
1.0	26/09/2019	Z.Olszowy	Original
1.2	10/03/2023	A.Selwood T.Mawhinney Z.Olszowy	Update full version of rules

GDCA GENERAL RULES

1. GENERAL

- Competitors will not tell Committee how to run the event.
- The Committee reserves the right to alter or change the program at any given time. Committee reserves the right to refuse or allow nominations on the day.
- No competitor shall conduct himself or herself in any way which in the opinion of the committee brings ill repute upon the committee.
- Any competitor considered being under the influence of alcohol or drugs may be suspended or disqualified.
- In the case of an injured animal, appropriate assistance will be provided or whereby a decision to put an animal down it will be disposed of humanely.

2. DISHONoured PAYMENT

- Any person presenting a cheque that is dishonoured will be suspended for a period as determined by the committee and fined \$50.00 for each dishonoured cheque.

3. BEHAVIOUR

- Any competitor found guilty of cheating, in any way, attempting to defraud a committee to promoter, abusing or threatening any judge or other office will be liable for suspension or disqualification depending on the nature and severity of the offence. Any competitor found guilty of an offence shall have his or her nominations refused by the committee for such a period as the Executive Committee may determine.
- Bad behaviour will not be tolerated and will be dealt with severely. Suspensions will be given where deemed necessary.

4. DRESS CODE

- **Team Penning /Team Sorting/ Camp Drafting/ Stockman's Challenge Competitors**
General appearance to be neat and tidy – Sun safe long sleeved shirt with collar (short sleeve not acceptable), brimmed hat or skull cap, long pants and riding boots. Should a Committee Member/s deem a competitor to be wearing unsuitable attire he or she may be called from the arena and asked to change attire or be disqualified for non-compliance. This Rule applies to Competitors, Announcers, Judges and Time Keepers.

- All competitors under 18yrs must always wear a Helmet while on the grounds when on a horse.
- **Novelties Competitor**
General appearance to be neat and tidy – Sun safe collared shirt must be worn, long or short sleeves are acceptable, long pants, riding boots, and a brimmed hat or helmet. Should a Committee Member/s deem a competitor to be wearing unsuitable attire he or she may be called from the arena and asked to change attire or be disqualified for non-compliance. This Rule applies to Competitors, Pencilers and Timekeepers.
- **Leading/ Handlers of Young Riders**
Must follow General appearance rules. With the exception of riding boots, Enclosed laced shoes permitted. Lead liners must be led by a person that is 16 years & over.

5. **SADDLERY – EQUIPMENT CODE**

General appearance neat and tidy. It is the responsibility of the competitor to ensure they have the correct gear and adhere to the rules. The Executive Committee or Judge has the right to call on any competitors to inspect their gear and if the gear is unsafe the competitor is compelled to remove the offending article before competing.

- **Team Penning /Team Sorting**

Bridle: Personal choice.

Bit: In all phases a snaffle bit is to be used. This must be a free rolling loose ring snaffle with a single join (two-piece bit) & smooth mouthpiece. Loose ring bar is permitted. NO twisted wire or rough surfaces allowed.

Reins: Split reins to be used in cattle phase

Saddle: Australian type stock, Swinging Fender or Western Saddles

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

- **Stockman's Challenge Competitors**

Bridle: Personal choice.

Bit: In all phases a snaffle bit is to be used. This must be a free rolling loose ring snaffle with a single join (two-piece bit) & smooth mouthpiece. Loose ring bar is permitted. NO twisted wire or rough surfaces allowed.

Reins: Split reins to be used in cattle phase

Saddle: Australian type stock or Swinging Fender Saddles. NO Horn Saddles.

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

- Novelties Competitors
Bridle, Bit & Reins: Personal choice
Saddle: Personal choice. English, Western or Stockman's saddles

6. **MEMBERSHIP**

- Only members of GDCA will receive points towards the team penning series or novelties. Day members do not receive points.
- Junior/Juvenile members must have written permission from Parent/Guardian.
- Anyone over the age of 18 must take out their own single membership.
- A family (2 Adults, 4 Kids) membership is parent/s or legal guardian/s and children under 18 years of age.
- A family membership does not include extended family.
- Single members under 18 must have parent or guardian to sign membership form.
- Membership runs from the 1st of January through to the 31st of December
- GDCA reserves the right to refuse or cancel a membership at any time.

7. **COMPETITOR AGES**

- Junior/Juvenile - 17 years and under as of the 1st January of same year as membership and will compete the whole year in that age group.
- Novelties age groups set as:
Leadlines, Under 8's, 9-12, 13-17, Open (18-39) Veteran (40+)

8. **JUDGES**

- There is to be one Judge at all times.
- The Judge's decision is final. No video or photo evidence will override the judge's decision. No one else's opinions will override the Judge's decision.
- All Judges must be competent and conversant with the rules of GDCA.

9. **ELIMINATIONS - DISQUALIFICATION**

- **Team Penning /Team Sorting/ Camp Drafting/ Stockman's Challenge Competitors**
As per written in each individual section rules

- **Novelties Competitors**

As per rules for each pattern event eg. Bending – knock over a bending pole, Keyhole – horses hoof steps outside white lines, YOU are Eliminated - Disqualified from that event.

If a rider or horse fall to the ground during an event they will be Eliminated - Disqualified from that event only.

10. COMPLAINTS

- All complaints are to be in writing and are to be accompanied by a fee of \$50. This will be refunded if the complaint is found valid.
- Any complaints on competition days must be given within 1 hour of completion of that event by a competitor in that said event.
- If the issue does not involve or affect you, you must not enter into the discussion and you may be referred for disciplinary action.

11. NOMINATIONS

- Any preferences for your run should be asked for when you nominate.
- Any person who nominates and doesn't turn up without notifying the Nominations Secretary, will have their name recorded, after 3 times they will be suspended for one (1) month.
- Anyone who has not paid prior to the event will be taken out of the draw and charged a cancellation fee plus stock fee as determined by the committee.
- One Team member is to place the nominations with payment for the complete team.

12. REFUNDS

- Requests for withdrawal from an event or contest and the return of nomination fee will not be considered less than 72 hours before the event, except in the case of injury to competitor or animal. (Medical certificate or Vet Certificate required.)
- Refunds will be made where the whole event is cancelled.
- Should rain fall during a scheduled day a decision is to be made by the Committee and Events Director and if found not to be safe the event or events are to be called off.

13. STOCK CONTRACTORS

- They contact to hire stock at an agreed price and no other money.

- Contractors are to abide by the rules when competing; they must take head of stock they draw. The Animal Welfare Code of Practice must be adhered to at all times. Stock will not be ill-treated in any way.
Seriously injured animals must be destroyed humanely as quickly as possible and covered or taken from the arena where spectators can't see.

14. **BANNED ANIMALS/UNCONTROLLABLE/STALLIONS**

- Any animal banned from any other Rodeo/Campdraft Association will not be allowed to be used at GDCA days.
- Stallions must be ridden in a suitable bit and bridle, Owner/Riders of Stallions MUST be in full control of their horse at all times. Minimum Daylight Containment for a Stallions must be double tied and an exclusion perimeter is to be erected around horse so they can have no interaction with any other horses or personnel. Nighttime containment stallion must be confined to a panelled yard and either be tied up or hobbled.
- Any uncontrollable horse deemed not safe to other riders or spectators, will be asked to leave the grounds, (the committee has the right to sand their grounds on this decision)

15. **DRAWS**

- First round draw, Second phase eg; cattle work Reverse order. Or possibly a new draw whatever the committee decides to be fair & just.

16. **AWARDED POINTS**

- Points will be awarded to financial GDCA members. One rider/One horse.
- Competitors must compete in at least 2 of the series round to be awarded points.
- There must be 5 or more competitors to qualify for a Buckle Series or End of Year Novelty Awards in any category.
- Should there be a tie then each person receives the same points.
- Points are awarded as follows: 1st = 6 points, 2nd = 5 points, 3rd = 4 points, 4th = 3 points, 5th = 2 point, 6th = 1 point. (Time events)
- All places announced are unofficial until checked by the Nominations Secretary.

17. **COMPETITION DRAW/TIE**

- Any "tie" in the final round will result in a "run off"

18. VOTING

- No proxy votes allowed.

19. GROUND USE

- You must leave a completed Horse Health Declaration each time you ride at the grounds
- If you are under 18 you must wear a helmet ANYTIME YOU ARE ON A HORSE ON THE GROUNDS.
- If you are not a member you **MUST NOT RIDE A HORSE ANYTIME ON THE GROUNDS.**
- You may use the grounds to conduct paid lessons or receive lessons that you are paying for either in money or kind, if prior permission or approval from the committee
- You are to contact one of the committee prior to using the grounds to gain permission to ride, please be patient we all have jobs and aren't necessarily on Facebook or in mobile range all the time.
- You must not pass the gate code on to anyone.
- You must follow the club's Bio Security Plan.

20. GENERAL MANAGEMENT

- Yards must be cleaned before you leave the grounds.
- Manure bins provided; they are for MANURE ONLY.
- Rubbish Bins are for RUBBISH ONLY. Please pick up your rubbish, including baling twine. At the end of the event please place bins on the side of the road at the top gate ready for collection.
- Please only reserve areas that are going to be used.
- Please only rope off and use the space you need, do not rope off acres as we have large numbers to fit into the space.
- **HORSE FREE ZONE** – The area from in front of the canteen to the old bar area is a people only zone. **NO HORSES, RIDDEN, LEAD OR TIED UP IN THIS AREA.**
- Dogs to be on a lead, short chain or in a cage at all times.
- Face book page – Gunalda and District Camp Draft Association **NO ADVERTISING!!**
Sponsors may advertise --- BUT only for the year that you are a sponsor.

TEAM PENNING RULES

Thirty (30) head of cattle must be used with three (3) numbered/coloured collars on ten (10) head.

1. Cattle will be changed immediately following the tenth (10th) penning run unless the decision has been made with remaining teams and committee that the competition can be completed with those existing cattle.
2. The arena is set up in two (2) sections, and a pen one end. Pen set up as per ATPA dimensions and placement.
3. White line is drawn separating cattle and riders. This will be used as the cattle line.
4. After the team enters the arena, when the Judge is ready, he/she will give the team a designated colour/number once the nose of the first horse of the team crossing the cattle line. At this point time will commence.
5. Team will have a designated time (1 minute 30) in which the event is to be competed with three (3) or less head penned. A warning whistle will be sounded when team has thirty (30) seconds remaining.
6. No more than five (5) head of cattle shall be allowed at any time over the pen side of the cattle line. If there are more than five (5) head of cattle the team will be disqualified.
7. Once all 3 head of designated cattle have crossed to the pen side of the line, all three riders **MUST** cross to pen side of line as soon as practical and pen the cattle, no rider can then cross back over to the herd side of the line, this results in disqualification. If only 1 or 2 head are over the line & three riders they may re cross the line, in a manner deemed acceptable to the judge.
To define this rule:--- If you have 5 head and need to get some strangers out you may re cross if you only have 1 or 2 head of designated cattle. If you make a clear call to pen the 1 or 2 or attempt to pen 1 or 2 head of your designated cattle and all 3 riders are over the line YOU CANNOT RE CROSS THE CATTLE LINE, this will be a disqualification.
8. At no stage are horse and rider permitted to enter the pen to remove any incorrect cattle or when claiming time. The line of the gate will be determined by the judge on the day and be explained to the competitor before commencement of the competition. All horses must be under control when they reach the gate.
9. Once the team has the claimed cattle penned, there must be a team member blocking the gateway with hand raised to signal time (it need only be one). Time will be recorded when the Judge is satisfied team has control over penned stock. **No time shall be recorded unless all incorrect cattle have returned to cattle side of the line.**
10. In the event that all claimed have been penned and one (1) or more breaks free, time will still be recorded with remaining penned cattle. The position of break-away cattle will be disregarded.
11. No blocking of cattle in pen by any team member(s) is allowed whilst other cattle are still being sought. This action will result in disqualification.

12. A competitor can compete six (6) times.
13. A team must compete as a whole team – same three (3) riders, for at least three (3) of the series rounds to qualify for a buckle.
14. No tie-downs or rings are permitted.
15. If a run is stopped by the Judge, clocks must be stopped and a time recorded. A decision will be made at the end of the competition if a re---run is to be awarded. A re-run will not be given if there are placings with faster times. **Judges' decision is final.**
16. **Any rough handling of stock as deemed by the Judge will result in disqualification.**

Buckles Series Points are awarded as follows:

- Open Team Penning – Buckles Series points to 6th place.
- Junior Team Penning – Buckles Series points to 6th place.

Disputes

- Disputes, in Judge's decision, **MUST** be handled through correct procedures, i.e. a fee of \$50 up front and complaint must be lodged at secretary's office during competition. Judges must not be approached or questioned in direct relation to a team/s run. If this is breached, that team will receive a fine of \$50 and will be disqualified from that competition with loss of series points.

Animal Care:

- In the case of an injured animal appropriate assistance will be provide or whereby a decision to put an animal down it will be disposed of humanely and as quickly as possible. If any horse is to be put down on the grounds, the owner will be in charged of removal of body.
(it's Illegal to transport a horse in a unsafe/sound condition.)
- A Stock Well Fair Officer will be appointed for all cattle events, if any person is found to rough handling stock, they will be given a first and final warning, if seen mishandling stock again will be disqualified from events for the weekend.
- Any Horse seen to be unwell, or lame during events, Rider will be asked to dismount and retired horse for the weekend

TEAM SORTING RULES

- 2 riders per team, one rider must change for each run
- 2 runs per person.
- No age limit
- No rough handling – rough handling may result in disqualification
- 1 min 30sec time limit
- 10 head of cattle
- Number will be given as you cross the line
- Cattle to be sorted through in correct order – wrong order will be a disqualification.
- If cattle already sorted come back through the gate, the team will be judged no time.
- Riders may hold the gate if they feel they have got enough cattle sorted.
- Judges decision is final
- Junior Riders are under 18 year
- Junior Riders can ride in opens

STOCKMANS CHALLENGE RULES

DRY WORK

The premise of the dry work is simple. The horse and rider must complete a pattern or series of manoeuvres like a reining pattern. The pattern varies between events and consists of a series of circles, spins, and stops that test the athleticism and responsiveness of the horse.

CATTLE WORK

The cattle work section is very similar to a Campdraft with a few minor changes. Firstly, a competitor, while in the camp, that loses control of a beast twice may be assisted out of the camp by the mounted steward. The course consists of a left and right circle and a gate. The traditional 1st and 2nd pegs may not be present.

General Rules and Definitions

- The event is open to all breeds of horses bred anywhere in the world.
- The event is open to all sexes.
- Horses must be ridden by the same competitor in all phases. In case of genuine injury or illness occurring after the commencement of an event the Committee reserves the right to allow a replacement rider. Should a change occur, that change is final.

Classes of Competition

- **Open Challenge**- Open to all horses and riders.
- **Rookie Challenge**- Restricted to riders who have never won a Classic or Open Challenge at an ASCA Affiliated event or Major Challenge. Competitors who have won a Rookie Challenge will remain eligible to compete in Rookie events for that calendar year only. Open to ALL Horses.
- **Encouragement Challenge** – Restricted to riders that have never won a single event that involves a cow regardless of the affiliation or discipline of the event. Horses that have never won a single event that involves a cow regardless of the affiliation or discipline of the event.
- **Juvenile Challenge**- Open to riders aged 13 years to and include 17 years of age.
- **Junior Challenge**- Open to competitors 8 years to under 13 years. And can only ride in this age group
- **Mini Challenge** – open to competitors up to 7 years

Dress

- Hats: Australian style hat to be worn whilst competing. NO Caps
 - Helmets: Optional, although it is encouraged, they be worn during the cattle work phase. Compulsory for riders under 18 years of age.
 - Shirt: Long Sleeve button up shirt with the sleeves buttoned down.
 - Trousers: Jeans or moleskins. No jodhpurs.
 - Tie: Optional. Women may wear a tidy scarf.
- Boots: Riding boots must be worn.

Equipment

- Bridle: Personal choice.
- Bit: In all phases a snaffle bit is to be used. This must be a free rolling, loose ring snaffle no thinner than 3/8" with a single join (two-piece bit) with a smooth mouthpiece. No twisted wire or rough surfaces allowed. Loose ring bar bits are permitted.
- Reins: split reins to be used in cattle work phase
- Saddle: Australian type stock saddle with knee pads or swinging fender. 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.
- It is the responsibility of the competitor to ensure they have the correct gear and adhere to the rules and regulations.

Juvenile Riders

- Helmets: All riders under the age of 18 years are required to wear a riding helmet when competing and when riding in the competition arena. Helmets must meet current Australian Safety Standards and be less than five years old from the date of manufacture. The chin strap must be securely fastened. It is the responsibility of the parent/guardian of juvenile riders to ensure their gear is safe and they are mounted on suitable horses.
- Stallions: Are not to be ridden by anyone under the age of 18 years at any time during a competition either on the grounds or in the competition arena.

Disqualification

Competitors will be scored in all phases unless eliminated or disqualified.

Disqualification will apply if:

- Horse/Rider falls.
- Horse bucks or becomes unmanageable.
- Any blood from spurring or in the mouth from the bit.
- Lameness.
- Using the incorrect gear as stated in regulations.
- Abuse of horse, judges or official.

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'.

Definition of fall of rider:

Rider is no longer astride the horse.

"0" Score for Dry Work –

- Fail to complete the pattern
- Ride behind the pattern markers.
- Have two (2) or more major deviations to the pattern. *Example doing three circles instead of two circles plus doing three spins in one section instead of two will score 0 for the entire pattern.*

- Fall of horse and/or rider
- Judge's decision is Final.

"0" Score for Cattle Work –

- Horse tail turns.
- Dangerous riding.
- Handling cattle in arena detrimental to the wellbeing of stock
- Crashing into cattle and dangerous hocking of beast.
- Purposely running cattle into the fence.
- Unnecessary scattering of the mob.
- Excessive aggression in continuing to pressure a lost beast through the mob causing stress to the mob.
- Judge's decision is Final.

Dry Work Rules

Horses shall work individually.

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 suggested that committees use one of the patterns approved by the Australian Stockman's Challenge Association. The judge may deviate from the traditional order of the performance, and he/she may also deviate from the exact printed pattern due to arena conditions.

The best dry work horse shall be easily guided or controlled with little or no apparent resistance. Bad manners exhibited by the horse will be penalised. 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, quickness, and authority of performing various manoeuvres while using controlled speed which raises the difficulty level and makes the horse more exciting and pleasing to watch.

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

Score is from 0 – 10, with 7 being an average.

The dry work pattern is divided into sets of manoeuvres. It is the judge's responsibility to evaluate these manoeuvre groups individually and rate each manoeuvre group on the following scale:

Credit will be given for:

- a) Correctness of pattern
- b) Correctness of manoeuvre
- c) A horse that is displaying a willingness to perform to the pattern and rider command
- d) A high degree of difficulty
- e) Smoothness

Judges will look for:

- a) Walk: a horse that shows the ability to extend itself at a walk
- b) Trot: a horse that can extend itself with a degree of collection
- c) Canter: to be free going and calm, exhibiting a degree of collection
- d) Gallop: a horse that can show speed with calmness and control

Additional points to note:

- a) Canter transition from the halt may be ridden with a few strides of walk
- b) When trotting on a circle or turn the rider should be on the correct diagonal
- c) In the event of a Major Interference the judge may award a restart at their discretion.

'0' Score for the entire pattern

Competitors will be scored '0' for the dry work if they:

- a) Fail to complete the pattern
- b) Introduce new manoeuvres to the pattern
- c) Ride behind the markers
- d) More than two Major deviations from the pattern
- e) Blatant disobedience, biting, bucking or rearing

20 Point Penalty Any Major deviation, omission or addition to the prescribed pattern will incur a '0' score for that manoeuvre plus a 20 point penalty. More than two major deviations will incur a '0' for the entire pattern.

Manoeuvre Penalties

Penalties at Judges discretion: A Judge will score according to the guidelines, keeping in mind that not all minor variation of a manoeuvre needs the same severe penalties.

½ point deductions:

- a) Not changing leads simultaneously
- b) Over or under spin 1/8 of a turn
- c) Speeding up through a lead change

1 Point deductions:

- a) Incorrect lead/disunited each ¼ circle
- b) Break of gait c) Over of under spin ¼ of a turn
- d) Scotching or anticipating a stop
- e) Trotting more than 2 strides on a lead departure or roll back

2 Point deductions:

- a) Performing a simple change where a flying change is prescribed or vice versa
- b) Lockup or refusal in roll back or spins.
- c) Trotting over one quarter of a circle on lead departure.
- d) Kicking up during a lead change

5 Point deductions:

- a) Spurring or hitting in front of girth

Penalties at Judges discretion:

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

Circles

Circles are a controlled manoeuvre in the designated area of the arena. Emphasis on the scoring shall be given to the contestant exhibiting smooth, controlled figure eights with easy lead changes. Right and left circles shall have a common centre line in the middle of the designated area. Circles shall be ridden and started on the correct lead. The speed and size of the right circles shall 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 obvious commands. Circles shall be ridden far enough from the arena wall that it does not affect the circles. The horse should be correctly bent and maintain its balance without falling in or drifting out.

Lead Changes

- a) Simple Change: when riders change leads by performing a downward transition before going to the opposite lead at the canter.
- b) 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.

Run-Downs

Run lengthwise through the arena. They shall be made as described in the given pattern unless the judge indicated otherwise due to arena conditions. The horse shall demonstrate a relaxed fluid attitude when starting a run-down and throughout 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 a minimum of contact with the rider. Straight, controlled rundowns with square, smooth stops, maintaining suppleness are desirable.

Stops

Shall be in line with the direction of travel. Horse shall have its hocks well under it during the entire stop, maintaining a proper head position and response to a light rein.

Spins

Consistent and positioned 360 degree turns executed with the hind quarter in the same geographic area with minimal movement. Spins shall be smooth and fluent. The location of the hind quarter shall be fixed at the start 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 a similar 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 ensuring the correct lead without raising its head or showing resistance.

Collection

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

Appearance and Presentation Both the horse, rider and equipment should be clean, neat, and tidy and well presented. Any horse showing excess sweating up should be penalised for presentation.

Cattle Work Rules

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.

The outside course is like a Campdraft course and will consist of two circles: one being on the right and the other on the left and a gate. The course can be ridden in whatever direction the committee chooses. Committee's may use pegs as a guide if they choose.

A gate will be present. Once the competitor has guided the beast through the gate the run will be terminated immediately. If the competitor is unable to make the gate, they must continue to demonstrate they are in control of the beast and attempt to complete a third circle. If a peg or gate is missed, the competitor must continue and not make a second attempt. The competitor is allowed 1 attempt at each peg/circle.

Horses will enter the camp quietly and select a beast without disturbing the mob. Competitors must NOT enter the herd/work the herd in any way until acknowledged by the judge to commence their run. 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.

Whilst working cattle in the camp, the judges will be assessing the horse and rider's accuracy on cattle, style, and effectiveness.

In the camp, when the judges have determined that the competitor has lost control of the beast twice, the competitor's "cut out" section will be terminated, and they will be scored '0' in this "cut out" section. The competitor will then be assisted out of the camp by the mounted steward and allowed to continue course.

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

The judge shall immediately terminate the round should a beast show any bleeding or appears lame, distressed, or bails up and attempts to horn a horse. The competitor shall be scored up to that point.

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 cut out scores with the original entitlement of cattle.

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

Committee reserves the rights to decide on the maximum and minimum number of cattle in the cut-out yard.

