



Rules & Regulations

Version	Date	Change
2	April 2015	Rule 1.12 - Page 4
3	3rd March 2016	Rule 2 - Page 4, Rule 3 - Pages 4-5, Rule 12.2 - Page 10
4	10th March 2016	Rule 1.1 - Page 4, Rules 3.5 & 3.6 - Page 5
5	January 2017	Rules 1.1, 1.15, 1.16 & 2 - Page 4, Rules 3.7 & 3.9 - Page 5, Rules 5.1 & 7.1 - Page 6, Rules 10.2 & 10.3 - Page 7, Rules 10.5 & 11 - Page 8, Rules 12 & 12.3, Rule 17.7 - Page 14
6	February 2018	Rule 1.16 - Page 4, Rules 3.5 & 3.5a - Page 5, Rules 3.8i & 4.4 - Page 6, Rules 10.2, 10.3, 10.4, 10.5 & 10.6 - Page 8
7	March 2019	Rule 1.17 - Page 4, Rules 3.8e & 3.8i - Page 6, Rule 12.15 - Page 12

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1 General Rules

- 1.1 A two phase competition comprising Dry Work and Cattle Work.
- 1.2 All Challenges that are a part of any competition conducted within ASCA where points are accumulated throughout the year must consist of the standard two phase competition of Dry Work and Cattle Work. This includes the Classic Challenge Premiership.
- 1.3 The event is open to all breeds of horses bred anywhere in the world.
- 1.4 The event is open to all sexes.
- 1.5 The horse's age shall be determined by their breed society registration papers or in the case of unregistered horses by the duly appointed committee representative eg. Veterinarian, Dentition.
 - (i) The horses Birthday shall be the 1st August.
- 1.6 Horses must be ridden by the same competitor in both the preliminary and final 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.
- 1.7 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, only in exceptional circumstances. The committee's decision is final.
- 1.8 Horses can be vetted out at any point during a competition. This is determined by the committee's representative/s.
- 1.9 It is the competitors responsibility to have their information correct.
- 1.10 A change of horse's names will not be allowed after the commencement of the division/event.
- 1.11 Committees note that prize money is to be paid to the person who nominated the horse.

- 1.12 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. Should a competitor ride one handed they will receive a "0" score for that manoeuvre plus a 20 point penalty. More than one manoeuvre performed one handed will incur a "0" for the entire pattern.
- 1.13 Horses may compete in more than one division provided they are eligible.
- 1.14 All nominations **MUST** be paid by the nomination closing date. There will be **NO** exceptions. Where late nominations are taken in good faith, if not paid the competitor will be banned for 12 months.
- 1.15 Any campdraft run by an affiliated committee that is insured by ASCA must be run to the rules of a Campdraft Association that is affiliated with the NCCA.
- 1.16 At a fixture, the horse and riders status will be as the beginning of the fixture
- 1.17 **Programs for affiliated events must be submitted to the ASCA for approval.**

2 Membership/Affiliation

Membership is compulsory for all competitors in ASCA affiliated events. Membership year commences 1st January to 31st December and is available through the ASCA website. Competitors must be a full financial member of ASCA before being eligible for points in any standings / premierships.

Adult Membership	\$20
Under 17 years	\$10
Family (2 adults and all children under 17 years)	\$50
Committee Affiliation	\$200
Committee Insurance	\$400

3 Classes of Competition

3.1 CLASSIC CHALLENGE

Open to horses that are under five years of age and no restriction for rider. For Classic Challenges held from 1st August to 31st December horses will be Five Years and Under.

Please Note: 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 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.

3.2 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 or Major Challenge. Open to all Classic horses. Optional to hold a separate final.

3.3 OPEN CHALLENGE

Open to all horses and riders.

3.4 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.

3.5 ROOKIE CHALLENGE

Restricted to riders who have never won a Classic Challenge, Open Challenge or Rookie Challenge at an ASCA affiliated event or Major Challenge. One win and the competitor is no longer eligible.

a. ROOKIE RIDER PREMIERSHIP

Restricted to Rookie Riders only, Rookie competitors will take all points won in Rookie, Classic and Open Challenges towards the Rookie Premiership. Any competitor who wins a Rookie will immediately grade out of Rookie but will continue to accrue points won in Classic and Open Challenges for that calendar year. The competitor who wins the Rookie Premiership will no longer be eligible to compete in the Rookie.

3.6 ENCOURAGEMENT CHALLENGE

Restricted to riders and horses who have never won: a Stockman's Challenge event involving cattle except for Company Challenges; a Maiden, Novice, Open, Restricted Open or Ladies Campdraft; any affiliated Cutting, Reining or Working Cow Horse events; any affiliated Australian Stock Horse events involving cattle. One win and the horse and rider are no longer eligible.

Any competitor who knowingly nominates for an ASCA affiliated event which they are not eligible for, will be banned from competing in ASCA affiliated events for a period of twelve months. This should be stated on the program when running an Encouragement Challenge.

Should a committee require an alteration to entry criteria this must be stated on the program.

3.7 JUVENILE CHALLENGE

Open to riders under 17 years of age. This may be split with a class for riders under 13 years.

3.8 PREMIERSHIP

- a. Any ASCA affiliated Committee may be part of the Premiership.
- b. The point score year will be 1st January to 31st December.
- c. Points will be allocated on the sliding scale adopted by ASCA.
- d. Eligible events must consist of a two phase competition of dry work and cattle work run to ASCA Rules and Regulations.

Number of horses	Placings														
	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

- e. 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 or Rookie 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 4.2. Note: Count the actual starters as late scratchings will cause the scoring program (e.g. Campdraft Central) score sheets to be misleading.
- f. No clean slate final as per Rule 4.1
- g. No individual or committee may choose who enters a final. Rule 4.2 ensures transparency in the allocation of Premiership points, and protects the integrity of ASCA and the host committee.
- h. A levy of \$5 per nomination must be forwarded to ASCA at the completion of the event. As above, count the actual starters, as late scratchings will cause the scoring system score sheets to be misleading.
- i. Classes are: Classic Horse of the Year, Champion Classic Rider, Open Horse of the Year, Champion Open Rider, Champion Rookie Rider of the Year.

3.9 PREMIERSHIP LEVY

A levy of \$5 per competitor to be paid to ASCA from each competition that is part of the Premiership.

3.10 MAJOR CHALLENGE

There will be no distinction of Major Challenge. Major Challenges held before ASCA was formed will continue to be referred to, as the winners of these events are no longer eligible for Rookie, Limited Open or Limited Classic.

4 Finals

- 4.1 There will be NO clean slate finals
- 4.2 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.
- 4.3 In the event of a tie for first place a run off should be held over all phases of the competition.

5 Dress

- 5.1 **HATS:** Australian style hat to be worn whilst competing.

HELMETS: Optional, although it is recommended they be worn during the cattle work phase. Compulsory for riders under 18 years of age.

SHIRT: Long Sleeve button up shirt with a collar, with the sleeves buttoned down.

TROUSERS: Jeans or moleskins. No jodhpurs.

TIE: Optional at Committee discretion. Women may wear a tidy scarf.

BOOTS: Riding boots must be worn.

6 Equipment

- 6.1 **BRIDLE:** Personal choice. One ear bridles and double headstall bridles are not to be used.
- 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) with a smooth mouth piece. The bit must be no thinner than 3/8" (9.5mm) measured against the cheek. It may have a gradual taper to the centre but must be no thinner than 5/16" (8mm) measured 1" (25mm) from the cheek. The ring may attach with a bar or through a hollow tube but must always be free rolling to prevent leverage. The ring must measure no more than 4" (100mm) in diameter. No twisted wire or rough surfaces allowed. Loose ring bar bits are permitted.
- REINS:** Personal choice.
- 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.
- 6.2 It is the responsibility of the competitor to ensure they have the correct gear and adhere to the rules and regulations.

7 Juvenile Riders

- 7.1 **HELMETS:** All riders under the age of 18 years are required to wear a riding helmet when mounted on a horse at an ASCA affiliated event. 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.

- 7.2 **STALLIONS:** Are not to be ridden by anyone under the age of 17 years at any time during a competition either on the grounds or in the competition arena.

8 Disputes Committee

- 8.1 A disputes committee will be formed by the host Challenge Committee prior to the commencement of each Challenge. This list will be posted on the night prior to the event. Any dispute lodged must be accompanied by a fee of \$50. If the dispute is upheld the fee will be refunded. Otherwise, it will be retained by the Challenge Committee. All disputes submitted must be lodged within fifteen (15) minutes of the completion of that section (e.g. dry work or cattle work in that age group) of the event on which the disputable matter has arisen. The Committee will have the power to disqualify any competitor on the grounds of non punctuality and/or general misbehaviour.

9 Disqualification

- 9.1 Competitors will be scored in all phases unless eliminated or disqualified.
- 9.2 **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 5 and 6.
 - Abuse of horse, 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 "0" SCORE FOR DRY WORK

- Fail to complete the pattern.
- Introduce new manoeuvres to the pattern.
- 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.
- Have two (2) major deviations to the pattern. The competitor may continue on and complete the pattern.
- Blatant disobedience, biting, bucking or rearing.
- Fall of horse and/or rider.

9.6 "0" SCORE FOR CATTLE WORK

- The beast showing any blood, lameness or distress or bailing up.
- 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.
- Fall of horse and/or rider.

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

10 Judges**10.1 NUMBER OF JUDGES**

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

10.2 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.

10.3 SHADOW JUDGING

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

10.4 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.

10.5 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

10.6 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.

11 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 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 maneuvers while using controlled speed which raises the difficulty level and makes the horse more exciting and pleasing to watch.

A maneuver 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
- Half points may be used.
- The dry work pattern is divided into sets of maneuvers.
- It is the judge's responsibility to evaluate these maneuver groups individually and rate each maneuver 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 horses 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. Credit will be given to a quality canter departure from the halt.
- 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

- a) Fail to complete the pattern.
- b) Introduce new manoeuvres to the pattern.
- c) Horse obviously leaving the working area with all four feet. Working area shall be defined with markers.
- d) Have two major deviations to the pattern. The competitor may continue on and complete the pattern.
- e) Blatant disobedience, biting, bucking or rearing
- f) Fall of horse or rider.

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 one major deviation will incur a '0' for the entire pattern.

EACH PATTERN MANOEUVRE must be scored out of 10 for consistency of judging.

MANOEUVRE PENALTIES

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

1. **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
2. **1 POINT DEDUCTIONS:**
 - a) Incorrect lead/disunited each ¼ circle
 - b) Break of gait
 - c) Over or 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
3. **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
4. **5 POINT DEDUCTIONS:**
 - a) Spurring or hitting in front of girth
5. **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 horses welfare and detracts from the smoothness of the pattern.

Judges may find this internationally recognised scoring system to be helpful.

Scores		
Dry Work	Cattle Work	
10	25	Excellent
9	24-23	Very Good
8	22-20	Good
7	19-17	Fairly Good

6	16-14	Satisfactory
5	13-11	Sufficient
4	10-8	Insufficient
3	7-5	Fairly Bad
2	4-2	Bad
1	1	Very Bad
0	0	Not Executed

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 circles 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 rider changes 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 insuring 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 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. Any horse showing excess sweating up should be penalised for presentation.

ARENA DIMENSIONS

Recommended size 40m x 80m. Minimum 30m x 60m.

Arenas must be clearly defined with markers, including centre lines and corners.

12 Cattle Work

12.1 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.

12.2 The outside course is similar to 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. **IT IS STRONGLY RECOMMENDED THAT PEGS BE USED AS A GUIDE.**

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.
- 12.3 It is permissible for the competitor to quietly look at the cattle before they begin their run but the herd must not be disturbed.
- 12.4 Whilst working cattle in the camp, the judges will be assessing the horse and rider's accuracy on cattle, style and effectiveness.
- 12.5 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 a '0' for the cut out section.
- THE COMPETITOR WILL BE ASSISTED OUT OF THE CAMP BY THE MOUNTED STEWARD AND ALLOWED TO CONTINUE ON COURSE.**
- 12.6 A horse that hits a beast over the hocks or runs up the rump of a beast will have the run terminated.
- 12.7 Competitors will receive a "0" score for their outside course should they deliberately run a beast into the fence or in the event of fall of horse or rider before completing the course. The competitor shall retain their cut out score.
- 12.8 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.
- 12.9 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.
- 12.10 The competitor must continue to ride until the whip terminates the run for a score.
- 12.11 Committee reserves the right to decide on the maximum and minimum number of cattle in the cut out.
- 12.12 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.
- 12.13 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.
- 12.14 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.
- 12.15 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.

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 three point penalty.
- b) Loss of beast into herd incurs a five point penalty.
- c) Thoughtlessly upsetting cattle in the camp incurs a five point penalty.
- d) Entering cattle before the judge's acknowledgement incurs a 5 point penalty.
- e) Spurring or hitting a horse in front of the girth incurs a 5 point penalty.
- f) Loss of beast twice into herd is a zero camp score.
- g) Aggressive riding into herd is a zero 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) Excessive reining or spurring
- d) Inability to rate/track beast
- e) Horse displaying resistance to check (rider unable to slow down)

DISQUALIFICATION

- a) The beast showing any blood, lameness or distress or bailing up.
- b) Horse tail turns.
- c) Dangerous riding.
- d) Fall of horse and or rider
- e) Handling cattle in arena detrimental to the wellbeing of stock e.g.

- f) Crashing into cattle and dangerous hocking of beast.
- g) Purposely running cattle into the fence
- h) Unnecessary scattering of the mob
- i) Excessive aggression in continuing to pressure a lost beast through the herd causing stress to the mob.
- j) Competitors eliminated on the outside course will retain their cut out score.

13 Code of Conduct

- 13.1 Competitors shall abide by the rules of ASCA and the organising committee.
- 13.2 Competitors shall compete in a manner of good sportsmanship showing respect to judges and fellow competitors.
- 13.3 Competitors shall not attempt to intimidate the judge in any manner.
- 13.4 Unsportsmanlike behaviour may result in disqualification.
- 13.5 Riders and horses shall only compete in the classes they are eligible for.
- 13.6 Any breach of conduct is to be put in writing and submitted to ASCA for investigation and if necessary disciplinary action will be taken.

14 Committee Requirements

- 14.1 An ambulance or other medical service provider must be in attendance when cattle work is taking place.
- 14.2 A nominated first aid person and a first aid kit should be present at all competitions.
- 14.3 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.

- 14.4 It is the responsibility of the competitor to ensure their equipment is in good repair and is correctly fitted.
 - 14.5 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.
 - 14.6 All accidents or serious incidents must be recorded in detail on an incident report form and retained for a minimum seven years. Names and addresses of any witnesses should be recorded.
 - 14.7 As per rule 17.7 All committees must have a nominated Risk Management Officer and notify this person to ASCA prior to the event.
 - 15.5 Horses failing to meet the judge's approval will be disqualified.
 - 15.6 Committee's must strive to have an arena surface that minimises the risk of injury.
 - 15.7 Cattle must be in at least strong store condition in what is accepted as reasonable condition for that area.
 - 15.8 Cattle must be of a suitable size for the event they are required for.
 - 15.9 Obviously pregnant cattle must not be used.
 - 15.10 Any cattle obviously distressed or unsound must be removed from the camp at the judge's discretion.
 - 15.11 Committees must ensure all cattle required for a competition are fed and watered.
 - 15.12 In extreme weather conditions committees must take all reasonable measures to ensure the welfare of the livestock.
 - 15.13 All yards must be of a suitable standard to ensure the safe holding and working of stock.
 - 15.14 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.
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15 Animal 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 ASCA.

- 15.1 All events affiliated with the Australian Stockman's Challenge Association will be subject to this code and all relevant State legislation.
- 15.2 The judge will disqualify any competitor who displays unnecessary rough treatment of any horse or beast.
- 15.3 Any person reported for treating any livestock at an affiliated event in an unnecessarily rough manner will be investigated by the organising committee and may be referred to ASCA for further disciplinary action.
- 15.4 All horses must appear sound and in sufficient condition and fitness to perform the task required of them.

16 Drugs and Alcohol

- 16.1 Administration of a drug or drugs while at an event is strictly prohibited unless under veterinary supervision. Horses may be drug tested at an ASCA event. Any such test will be by blood sample.
- 16.2 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.

17 Risk Management

- 17.1 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.
- 17.2 Buildings, yards and structures must be inspected.

- 17.3 Designated areas must be clearly signed.
- 17.4 Horses are not allowed in areas reserved for the public.
- 17.5 The public should be directed to keep clear of cattle yards and horse areas.
- 17.6 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.
- 17.7 Each ASCA affiliated event must have a nominated Risk Management Officer.

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