

Australian Stockman's Challenge Association

Cattle Work Section Rules and Regulations

The Australian Stock Horse Society's Board of Directors have adopted the Rules and Regulations of the Australian Stockman's Challenge Association Cattle Work Section for the National Maturity Campdraft.

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 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.

11.3 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.

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, 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 on course.**

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

11.7 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.

11.8 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.

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

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

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.

Camp Credits

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

Penalties

- Beast lost to back fence, but still under control incurs a three point penalty.
- Loss of beast into herd incurs a five point penalty.
- Thoughtlessly upsetting cattle in the camp incurs a five point penalty.
- Entering cattle before the judge's acknowledgement incurs a 5 point penalty.
- Spurring or hitting a horse in front of the girth incurs a 5 point penalty.
- Loss of beast twice into herd is a zero camp score.

Course Credits

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

Deductions

- Resistance, Hanging up/Locking up
- Excessive tossing of head
- Excessive reining or spurring
- Inability to rate/track beast
- Horses displaying resistance to check (rider unable to slow down)

Disqualification

- Horse turns tail
- Fall of horse/rider
- Handling cattle in arena detrimental to the wellbeing of stock e.g.
 - Crashing into cattle or dangerous hocking of beast
 - Running cattle into fence
 - Unnecessary scattering of mob
 - Excessive aggression in continuing to pressure a lost beast through the herd causing stress to the mob