



**CAMPDRAFT, STOCKMAN'S
CHALLENGE, TEAM PENNING
STOCKMANS POLO & SCHOOL
HORSE SPORTS**

JANUARY 2024

Please Note: All rule changes for 2024 appear in this rule book in red italics

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GENERAL RULES – effective 1st January, 2024

To be read in conjunction with rules for the specific competition.

1. RULES:

All competitors ride under Pony Club Queensland. Rules. The making of an entry in any event run by PCQ, or a club or organisation affiliated with PCQ constitutes acceptance of these rules.

2. MEMBERSHIP

All athletes must be current financial members of an affiliated Pony Club and carry their current Membership Card as proof. An official from each club must guarantee all their athletes are current financial members and are entered and competing in their correct age group.

3. CODES OF BEHAVIOUR

Reference should also be made to Pony Club Queensland Codes of Behaviour <https://ponyclubqld.com.au/resources/rulebooks/policies/> and the Pony Club Australia Code of Conduct <https://ponyclubaustralia.com.au/about-us/resources/>

4. WELFARE OF THE HORSE

Pony Club Australia expects all those involved in national equestrian sport to adhere to the PCA's Code of Conduct and to acknowledge and accept that at all times the welfare of the horse must be paramount and must never be subordinated to competitive or commercial influences.

4.1 At all stages during the preparation and training of competition horses, welfare must take precedence over all other demands. This includes good horse management, training methods, farriery and tack, and transportation.

4.2 Horses and Athletes must be fit, competent and in good health before they are allowed to compete. This encompasses medication use, surgical procedures that threaten welfare or safety, pregnancy in mares and the misuse of aids.

4.3 Events must not prejudice horse welfare. This involves paying careful attention to the competition areas, ground surfaces, weather conditions, stabling, site safety and fitness of the horse for onward travel after the event.

4.4 Every effort must be made to ensure that horses receive proper attention after they have competed and that they are treated humanely when their competition careers are over. This covers proper veterinary care, competition injuries, euthanasia and retirement.

4.5 PCA urges all involved with the sport to attain the highest levels of education in their areas of expertise. (see also blood rule and 19A abuse of horse)

5. DISCIPLINE

5.1 Abusive and profane language or bad behaviour by the athlete may result in disqualification for the rest of the event during which the offence occurs.

5.2 A competitor who refuses to obey the direction of any officiating steward may be refused the right of competing in any further events.

5.3 A repetition by the same competitor will mean disqualification for the remainder of the day's programme, together with loss of all points gained up to the time of the repeated offence. An event judge should refer any breach of discipline rules to the judge in chief or event organisers.

5.4 Competitors and mounts are disqualified together.

6. AGE

Athlete

Competitors must stay in their own age groups throughout the day in all individual or teams events, and cannot transfer to another age group.

An official of the club must guarantee the age of the competitors. Age is at first day of competition.

At a State Event minimum age for participation is seven (7) years.

Horse

The age of the horse is at the 1st January.

The horse must be at least:

- two (2) years of age to participate in any ridden pony club activity,
- four (4) years to jump in competitions
- three (3) years to compete in dressage competitions (both official and unofficial).

7. DIVISION OF CLASSES

The PCQ Steward (Technical Delegate) or Judge-in-Chief at State Championships and Official events has right to divide classes as necessary for the running of the event. (Oct.90)

For Jumping Equitation, Dressage, Combined Training, & Horse Trials – groups of over 30 athletes but less than 40 athletes **may be divided** into two groups, but **must be divided** when numbers exceed 40. This will be done by virtue of the draw e.g. first 40 into group 1, next 40 into group 2 etc. There is no option to divide a group with less than 30 athletes.

State Formal Gymkhana age groups to be split into year levels i.e. 9 years & under; 10 years; 11 years; 12 years; 13 years; 14 years; 15 years; 16 years; 17 & under 26 years.

Showjumping: There is no division of groups no matter what the size. (Aug.2014)

8. OUTSIDE ASSISTANCE

Outside aid to a competitor during the event, whether solicited or not, will entail disqualification for the competitor except when permitted by specific discipline rules. Occurrences such as the following will be considered as outside aid:

- calling advice to a competitor, e.g., Directions – turn left at peg. This does not apply in Showjumping Competitions
- picking up competitor's equipment (except spectacles) and any other occurrence which in the opinion of the judge is assistance to the competitor, or is listed in the rules of the competition;
- no horse may be held or any outside assistance allowed after the Judge has called the athlete into the starting area, except for children 8 years and under, at

the discretion of the judge, and special assisted groups.

- **NB** Handing back an athlete's spectacles is **NOT** classified as outside assistance

9. LEAD REIN/ASSISTED ATHLETES

- The leader must not be in front of the horse's shoulder. It is the responsibility of the parent to appoint a suitable handler/assistant for the horse and athlete safety.
- Assisted athletes being led because of documented disability will be able to be competitive in their age group.
- Athletes who are riding "free" and who successfully complete the course, must take the placings over athletes whose horses are being led, except as in paragraph above.
- Recommend led and free athletes be in separate groups where numbers are sufficient.
- Led any age is not competitive unless athlete has Exemption through Sports Connect System.

10. SCHOOLING

- On the day of the event only competitors may ride their own horse.
- Schooling will not be allowed on any area, which is part of the competition.
- The use of a Body Protector is recommended while jumping in competitions or training.
- Body Protectors are **compulsory for schooling** and competing over cross-country fences at any time. From Jan1, 2021 body protectors must be manufactured after 2009 and the label complies to one of these: BETA 2018 Level 3, BETA 2009 Level 3, EN13158:2009 Level 3, EN13158: 2018 Level 3 (Jan 2021)

11. LUNGEING

Wherever possible a designated area should be set aside for lungeing, but should not be allowed where horses are being ridden.

Horses may be only be lunged in warm up and training areas if:

- By the nominated athlete, parent, or a club instructor, (if the athlete is too young to control the horse.)
- If a suitable area can be found, which is **not** amongst horses being ridden.
- Single direct side reins are permitted, but only while lunging (only with one lunge rein).

The lunging of a athlete mounted in the saddle is NOT PERMITTED anywhere at a dressage event

In Dressage ear muffs are only permitted when lunging (refer dressage rules)

12. GEAR CHECK (Refer PCA National Gear Rules)

The responsibility for the use of the correct saddlery and equipment according to the rules of PCA and the specific competition rests with the competitor. Failure to comply with the rules may entail elimination from the competition. All gear should be inspected by a steward prior to any events to ensure it complies with PCA rules, is correctly fitted and comfortable for the horse. Wherever possible, a marshalling

yard should be provided for competitors in events.

The final responsibility, especially for safety of saddler and equipment, rests with the athlete.

Gear check is a compliance check rather than a safety check and it is the responsibility of athletes to ensure their gear is safe, should any gear inspection reveal any gear which appears to the gear check steward that it may be unsuitable, the athlete should be advised immediately and sent away to adjust the equipment and return for a further gear check before competing.

Failure to do so could result in disqualification

13. USE OF WHIP

Hitting the horse in front of the saddle incurs no penalty.

Excessive use of whip incurs **a warning or penalty or** elimination at the discretion of the judge.

A whip is not to be used more than three (3) times for any other incident. (refer to Article 243, SJ Rule Book)

Whip must be carried in the hand.

Whips may be carried and thrown away during the event.

14. USE OF SPURS/BLOOD POLICY

The Pony Club Queensland has a zero-tolerance blood policy. If any horse shows blood or signs of bleeding on its side which was caused by, or may have been caused by the use of spurs, it must immediately be retired for the day from the competition, event or rally/muster. The horse must be immediately unsaddled and the scrape, cut or wound immediately attended to. Under no circumstances is the horse to be ridden at Pony Club again that day. The use of spurs in a cruel manner will result in immediate disqualification of the athlete from the competition.

15. JUDGES

- Judge has the right to call on any competitor to inspect his gear and if gear is illegal, competitor is compelled to remove offending article before competing. Judges should be PCQ instructors for gymkhanas or from a list of suitably accredited Judges or Course Builders for specific disciplines.
- Judges cannot judge their own children, horses, close relative, regular students or athletes they have trained within the previous week, in subjective disciplines such as Athlete Class, Dressage, jumping Equitation etc.
- Neither may these judges accept private billeted accommodation or other gratuity from/to a competitor scheduled to be in the competition they are judging.
- Judges may refuse to judge novelty events at shows or gymkhanas if the programme states "run under PCQ Rules" and the events are not then conducted under the rules of the PCQ.
- Judges must present themselves suitably attired.

16. DISPUTES COMMITTEE

The Disputes Committee is made up of one senior delegate from each club competing (except where rules for specific events vary). Any delegate whose

member is in dispute, or may have, or appear to have, a conflict of interest, must not sit on the Committee.

17. UNIFORM

Correct club uniform must be worn in all competitions, except where Zone or Queensland uniform is permitted. The wearing of vest is optional. The wearing of other apparel or the incorrect wearing of the uniform is not acceptable and could result in disqualification at all events from gymkhanas to championships.

Check your own Zone & neighbouring Zone's colours before applying for colours or change of colours, so that they do not clash with other Clubs who may compete in your area. At all times when mounted athletes must be neatly dressed in their correct uniform including tie and with sleeves rolled down and shirt tucked in. Ties may be removed or sleeves rolled up only if authorised by the judge in chief and an official announcement is made.

18. HELMET

An equestrian helmet, colour white, black, navy blue or brown and tested to one of the acceptable standards must be worn **and effectively secured** whenever mounted under Pony Club supervision, including to & from the Pony Club - this includes seniors & instructors.

There are to be NO attachments to helmets (no modified or additional equipment e.g., GoPros or Lights)

Candidates at Instructor Schools must wear helmets. Mounted Voluntary Helpers must wear helmets.

Athletes must keep helmets on during Mounted Presentation of Awards & while saluting. Loss of helmet while riding incurs elimination

19. FIXTURE

A fixture shall be defined as one programme held on one or more days by the one organising committee.

20. MOUNTS (refer also General Rules - Age Page 5)

The mount should be the member's normal pony club mount and regularly ridden to Pony Club.

Athletes currently competing in a graded class or official 12 and under, or Official 13 & Under 26 classes cannot ride an Official 12 and under or Official 13 & Under 26 horse in an unofficial section.

No stallion, colt, entire or rig is eligible to take part in any Event, Competition or otherwise at any function conducted by the Pony Club Association or any of its Affiliated Clubs whatsoever.

While a horse is out of the stable/yard at any pony club activity, horse must be restrained with a headstall and lead or a bridle.

All horse athletes and handlers within these grounds must wear approved safety helmets while mounted of a standard AS/NZ 3838, EN 1384 or ASTM F1163 or better and correct footwear i.e., closed footwear.

A mount must be one of the following:

owner ridden leased, owned by a financial member of the same club.

At all pony club fixtures, a mount may only have one athlete.

However,

where a combination of events are held over two or more days, a mount may have a different athlete if the events are held on different days. e.g. dressage on day 1 and the dressage phase of combined training or eventing on day 2.

At all pony club fixtures, a athlete may only have one mount, except as outlined below under Two Horse Rule:

21. Two Horse Rule:

Sporting & Gymkhana – at the discretion of the organising committee, athletes may enter 2 horses in the following way:

- Athletes may enter 2 horses in the same age group only
- Both horses must be fully mounted to avoid any loss of time by swapping gear at each event
- Each horse may gain qualifying results
- Each horse may be placed in its class and is eligible for overall awards
- 2nd horse to be held by a competent person
- In the event of a formal class being held at a sporting Gymkhana, it is up to the organising committee to decide on the eligibility/use of the 2nd horse and should be outlined in the conditions in the program
- Where Mounted Games are held in conjunction a different horse maybe used

Campdraft and Stockman's Challenge – at the discretion of the organising committee, athletes may enter 2 horses in the following way:

- Athletes may enter 2 horses in the same age group only
- At the discretion of the organising commit, only 1 or both horses must be fully mounted
- Each horse may gain qualifying results
- Each horse will be placed in its class and is eligible for overall awards
- 2nd horse to be held by a competent person

From 1st January 2018, the 2 competitive horse rule currently existing for Showjumping will be applied to **Horse Trials, Dressage, Combined Training and Jumping Equitation** at the discretion of the organising committee, athletes may enter 2 horses in the following way:

In the same or different grades/heights. (see specific discipline)

Showjumping & Jumping Equitation:

Showjumping: Athletes may enter two horses in the same or different heights

Jumping Equitation: Athletes may enter two horses in the same or different height;

22. DANGEROUS RIDING/ABUSE OF HORSE

Any act or series of actions which, in the opinion of the Technical Delegate, can

clearly and shall be penalised by elimination.

Similarly, any athlete who affects the safety of any horse, athlete or third party will be considered to have acted dangerously and will be penalised by elimination.

Abuse of horse includes:

- excessive use of whip and/or spurs.
- rapping
- riding an exhausted horse
- excessive pressing of a tired horse
- riding an obviously lame horse

Officials must report such actions as soon as possible to the Technical Delegate supported where possible by a statement from one or more witnesses. The Technical Delegate must decide if there is a case to be answered.

23 DOPING

It is forbidden to use or administer, or cause to be used or administered, on or to any horse, a tranquiliser, stimulant, or drug of any kind, in any manner whatsoever, either before or during any Pony Club activity or competition.

24 ALCOHOL

Alcohol may not be consumed on grounds and booths are not permitted to open at functions under Pony Club control, which are attended by Pony Club members with their horses, until all competition and presentation has been completed for the day or at rally days or musters until all riding activities have ceased. For further information on our Alcohol Policy can be read on our website www.ponyclubqld.com.au

25 DOGS

Dogs must be kept away from the competition area, and kept on a leash and under control at all times. When tied up, dogs must not be able to move outside the perimeter of the vehicle. Be aware dogs are prohibited by law on some grounds and this should be stated on the program.

26 LEASED HORSES

Anyone who wishes to ride at Pony Club, a horse which does not belong to them or to another member of their Club, must have a lease on the horse.

If the horse belongs to a person who is a member of another Club, or is not a member of Pony Club at all, a lease must be signed and registered with PCQ. Lease forms are obtainable from PCQ Office. **NB** Note 3-week rule as per lease form to use the horse in competition, and lease must be in effect for six (6) months.

27 SUBSTITUTION

Mounts may be substituted before the commencement of the event upon presentation of a Veterinary Certificate or a written statement from the club chief instructor. If such substitution is made, the replacement mount must be eligible within the terms of the PCQ Rules.

NO substitution of athlete is permitted under any circumstances.

28 REFUND OF NOMINATIONS

Prior nominations will be refunded providing the Organising Body is advised of the scratching in writing or by telephone before the commencement of the event. A written request for a refund of nomination, including a vet or doctor's certificate to be received by the organising committee within one week of the event. 10% of the entry fee may be retained by the organising committee to cover administration costs.

29 STATE PROGRAMMES

Athletes stay in their age groups and within their Zone - no composite teams.

Exception Mounted Games.

30 FIRST AID Refer to the PCA Minimum Medical Standards

- It would be reasonable that a First Aid Officer of a Pony Club must hold either a current recognised Senior First Aid Certificate or Nursing qualification.
- At events, there should be present either an ambulance, doctor, nurse, St. John's Ambulance personnel or, as a minimum requirement, a person holding a current senior first aid certificate.
- The First Aid person must have no other duties and should wear a clearly visible bib or armband designating this duty.
- A First Aid station must be provided.

31 PROGRAMME

A programme should be published by the organisers not less than six weeks before the event.

A copy **MUST** be sent to PCQ for approval before it is printed and distributed for an Official competition or a competition which is to be used as a qualifier for State Championships.

A Gymkhana or Open Day programme MUST be sent to the Zone Chief Instructor for approval before it is printed and distributed.

Bareback Athlete Class may be included on the Gymkhana program, remainder of program requires a saddle.

Horse trial venues can offer programs that-

- Official courses do not have to offer all official levels
- Official courses offering all official levels of courses up to two star
- All the above will comply with the requirements and conditions in Annex 1.

The programme need not repeat the Rules contained in this Rule Book except where required. Programme should include: PIC No: place and date of event; Classes to be held; name and address of Organising Secretary; Chief Steward and PCQ Steward (Technical Delegate, where known); trophies and prizes to be awarded; closing date and conditions for entries; how the draw is to be accessed brief instructions as to how to reach the venue; how the draw is to be accessed e.g. email, website; administrative arrangements such as stabling, accommodation, catering, etc.

First Aid; Refer to Minimum Medical Standards

<https://ponyclubaustralia.com.au/wp-content/uploads/2020/06/Minimum-Medical-Standards-for-Pony-Club-Guidelines-2023.pdf>

Disclaimer of Liability clause (see below), and Organisers' Reservation of Right (see below).

32 DISCLAIMER

Neither the organising committee of any contest to which these rules apply, nor the PCQ, accept any liability for any accident, damage, injury or illness to horses, owners, athletes, ground, spectators or any other person or property whatsoever. This Disclaimer must be printed on all programmes.

33 RESERVATION OF RIGHTS

The Organisers reserve the right:

- (a) to cancel any class or event.
- (b) to divide any class.
- (c) to alter the advertised times
- (d) to refuse any entry, with or without stating the reason
- (e) to transfer competitors between sections of a class
- (f) to combine classes if less than 3 competitors

This reservation must be printed on all programmes

To be read in conjunction with rules for the specific competition.

34 QUALIFYING CRITERIA FOR STATE CHAMPIONSHIPS

All athletes nominating must have attended at least TWO musters/rallies within the preceding 12 month period at their club or previous club in the case of transfers

- **AND** athletes under 13 years are required to hold a minimum "D" Certificate (Aug.10); athletes 13 years and under 26 years are required to hold a minimum "C" Certificate **or equivalent State CI Medal (2023).**
- A photocopy of the Certificate will be required with the nomination.
- **Zone Secretary** to check qualifying criteria have been met, sight a copy of proficiency certificate, and verify attendance requirements, before sending in nominations. Club Secretary to check all requirements for nomination are complete and correct before forwarding to zone.

However:

When nominations are done online, after the close of nominations the organising committee to send a summary list of nominees, certificates attained and qualifying results to Zone for confirmation before nominations are accepted

- Athletes to complete nomination correctly as incomplete forms will be returned. Athletes found not to be qualified may be stopped from competing.
- For comprehensive update on Qualifying Criteria for State Events **AND REQUIREMENTS FOR SPECIFIC DISCIPLINES** can be found on the PCQ website – Events/Results – State Championships

35 OPEN DAYS

All participants must comply with **competition**, equipment and dress rules of Pony Club, specifically with regard to Helmets, Boots, Spurs and Equipment.

All Open Days must be pre-approved and signed by your Zone Secretary prior to being forwarded to PCQ by the Club Secretary, **30 DAYS PRIOR TO THE EVENT**. All non-pony club riders **MUST** sign the Day Participants Event Waiver and Liability Declaration and **pay** required fee.

<https://ponyclubqld.com.au/wp-content/uploads/2022/07/22-23-Open-Day-Competition-Advice-Form.pdf>

Open Day Process:

- **Programme to be approved by Zone.**
- **Event recorded on the PCQ Open Day Calendar.**
- The minimum requirements for Showjumping: Competitions require PCQ/EA **course builder and judge**. Training over a course requires PCQ/EA **course builder**.
- **Forward fees for non-PCQ athletes within 14 days of the event.** (Refer to Schedule of Open Days – Forms page PCQ website)

36 FALLS

Fall of a Athlete

- An athlete is considered to have fallen if he/she touches the ground or finds it necessary, in order to get back in the saddle, to use some form of support or outside assistance.
- If it is not clear that the athlete has used some form of support or outside assistance to prevent his/her fall, the benefit of doubt must be given to the athlete.

Fall of a Horse

- A horse is considered to have fallen when the shoulder and quarters have touched ground or the obstacle and the ground.
- If an athlete or Horse have a fall prior to starting an event, during the event, after crossing the finishing line, in the practice arena or elsewhere within the grounds of the event, the athlete must be cleared by the event's medical service, or Vet/TD/Chief Steward for the horse, before the athlete may be permitted to take further part in the event or competition at the event.

After a fall of athlete, final responsibility of the health and welfare of the athlete rests with the parent/guardian **verified with a signed document by the parent/guardian** and recorded in PCA Incident Report App. (Dec 2020)

37 RIBBONS

Recommended colours for ribbons: 1st Blue, 2nd Red, 3rd White, 4th Yellow, 5th Green

38 EXEMPTION CARDS – Athletes with a Disability:

Athletes with disabilities are eligible to apply for a PCA Athlete Exemption Card to enable the use of adaptive equipment and other assistance as per relevant recommendations.

Para Equestrian athletes are eligible to be classified and obtain an EA PE ID card from the beginning of the year in which they turn 12 years of age.

Para Equestrian athletes who enter able bodied competitions must provide a copy of the EA PE ID card.

39 ADVERTISING & PUBLICITY – COMPETITORS & HORSES

Competitors may carry the logo of the sponsor on the saddle cloth, only when competing in a State Team. The size of the logo may not exceed 100sq cm.

Advertising may appear on obstacles, sides of arena, back numbers, rugs and as approved by PCQ.

Prizes bearing the name of the sponsor e.g., rugs, may be placed on horses at the presentation of awards. `

40 MOBILE PHONES (Nov, 2018)

Not to be used while on horseback. In a competition, an athlete breaching this rule may be eliminated.

RULES FOR PONY CLUB

January 2024

1. INTRODUCTION

The following rules are adopted following permission from the National Campdrafting Council of Australia (NCCA) at 5.12.17. Pony Club rules override where there is a conflict.

2. AGE OF ATHLETES & STATUS OF HORSE

State Competition the minimum age of athlete is 12 years. All athletes must produce a performance card showing that they have scored in all sections of a Campdraft (either pony club or non-pony club). *Also see Para 17*

At other than state events athletes may compete, at the discretion of the organising committee, in Under 12 years competition.

The Stockman's Challenge Competition to be conducted at State Campdraft Championships for all age groups (March 2016)

Teams Event: Where there is less than (six) 6 athletes in a competition only the first overall placegetter is eligible for State &/or Zone team.

3. JUDGING -GENERAL

- 3.1 When selecting a Campdraft course, the Judges should try to set a course, which will allow competitors to compete in an attacking and attractive manner. Under no circumstances should a Judge attempt to set a hard or difficult course as practice only produces sub-standard drafting, which is unattractive to spectators and is not in the best interest of promoting the sport
- 3.2 The Judge should address the competitors prior to the commencement of draft.
- 3.3 Maximum points are: horse work 70 points; cut out 26 points; course 4 points to give a total of 100 points.
- 3.4 The number of cattle in the camp will be left to the discretion of the Judge, cattle steward and cattle donor. It is recommended that there shall be a minimum of six head of sound stock in the camp at any time. **However**, the organising committee and/or Chief Steward in consultation with the PCQ Judge in Chief and TD may at their discretion decide before the commencement of the round to allow one beast only at a time in the cut-out yard. The exception being the Junior Draft 8-U13 years where there is one (1) head of sound cattle in the camp.
- 3.5 Yard clearing and spelling procedures are to be specified at the beginning of the draft.
- 3.6 A competitor may discuss in a polite manner with the judge only course points.
THE JUDGES DECISION SHALL BE FINAL
- 3.7 When multiple judges are used, individual scores should be announced prior to the aggregate score.

4. JUDGING - CUT OUT / CAMP

- 4.1 The Judge should order the removal from the camp of unsound or distressed cattle or cattle that may interfere with the competitor's cut-out and immediately replace the same number, with sound cattle.

- 4.2 The competitor must not “try out” or work a beast until instructed by the judge
To commence the cut-out.
- 4.3 Once a competitor starts to work a head of stock, they accept it as sound.
- 4.4 If a Judge deems it necessary to interrupt a competitor’s cut-out, a fresh beast may be selected if so desired; the original beast chosen must first be removed from the camp and replaced with a fresh beast.
- 4.5 Cut-out points will be held by the horse whether it scores outside or not.
- 4.6 Disputes over foul-ups at the cut-out gate will be settled by the Judge.
- 4.7 In the event of the beast breaking out of the face of the camp before the competitor calls for the gate, they must follow it. If the Judge considers the competitor has been unduly disadvantaged and has not significantly contributed to the breakout, a re-run may be awarded.
- 4.8 In the case of a breakout of cattle from the camp, the number of replacement cattle is to equal the number of breakout cattle.
- 4.9 Where a re-run is awarded in relation to rule 2.7 and 2.8 the competitor shall receive the lesser of the two cut-out scores.
- 4.10 In any run-off for cut-out prizes, each horse’s score must be announced as soon as the individual cut-out is completed. A fresh beast must be added after each cut-out.
- 4.11 A committee using the two-camp system must clearly state on their program that the system will be used, and also advise any prospective Judge.
- 4.12 A cut-out is not complete until both beast and athlete have exited the camp through the front gate.
- 4.13 In the event of a beast jumping out of the side or back of the camp where a re-run is required the competitor will start with the same amount of cattle with their previous faults carried forward.
- 4.14 In the event of a beast being distressed, showing lameness or baling up and attempting to horn a horse, the judge shall terminate the cut-out. In this case no re-run will be awarded.
- 4.15 In the event of a beast exhibiting bleeding as a result of a competitors actions, the judge will terminate the round and no re run be awarded. Where a beast exhibits bleeding through no fault of the competitor, the judge has the discretion to award a re-run

5. DISQUALIFICATION

A competitor will be disqualified for: -

- 5.1 Losing a beast twice into the cattle, or, at the discretion of the judge losing control of the beast for the second time.
- 5.2 Unnecessary delay while selecting a beast.
- 5.3 Changing beast after being clear of the cattle.
- 5.4 Calling for the gate with more than one beast in front of the horse and subsequently taking more than one beast out of the camp.

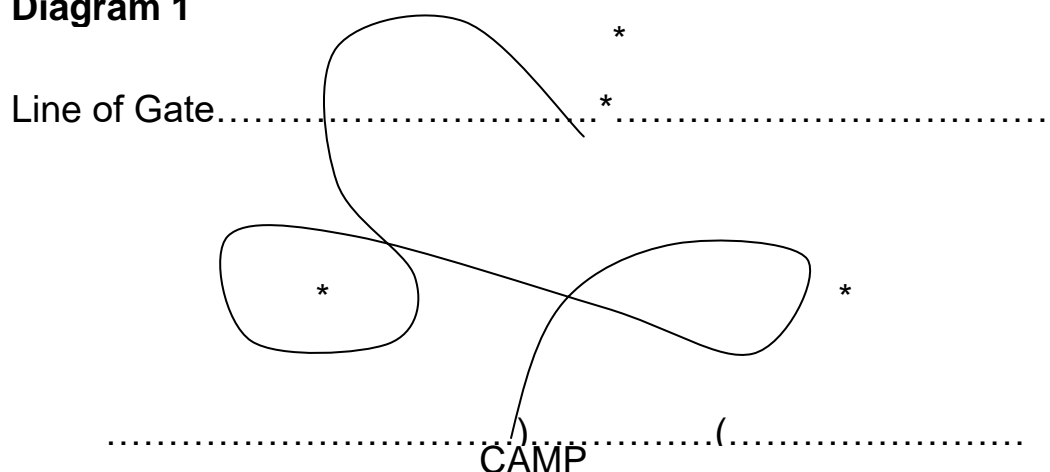
6. JUDGING- COURSE

- 6.1 The time limit for completion of the course will be 40 seconds, and the start of a run is when a horse exits the cut-out.

- 6.2 The maximum points for the course will be 4 points. Points for the course shall be allocated as follows: 2 points for the first peg; 1 point for the second peg; 1 point for the gate.
- 6.3 The course shall be either left or right hand at the discretion of the judge and should be set to allow attractive campdrafting suited to the particular arena's size and condition.
- 6.4 The competitor is allowed 2 attempts at each peg.
- 6.5 A missed peg must be completed before attempting the next peg.
- 6.6 In the event of a split peg it will be classed as a missed peg and a competitor be allowed a second chance at the peg and, if successful, will be allocated points for the peg.
- 6.7 The first peg must be completed in order for the competitor to receive horse Work points. The first peg is completed when the line between the first and second peg is recrossed. If the first peg is knocked down the run is terminated. However, if the second peg is knocked down by either the horse, athlete or beast the competitor shall go on to the gate and no course points will not be allocated for second peg or gate. If a gate peg is knocked down no gate points will be the allocated.
- 6.8 In the case of a deliberate knockdown peg or deliberate split peg the competitor will be disqualified.
- Clarification of a Knocked down peg.
 Knock down of a peg that has PVC Pipe over electric fence posts.
 When the PVC pipe is on the ground it is classed as a knock down peg.
- 6.9 The line of the gate is a line parallel to the front of the camp, which passes through the left-hand peg of the gate for a right hand course. At the judges discretion the gate may be offset.

Diagram 1 shows the line of the gate for a right-hand course

Diagram 1



- 6.10 Only one attempt to complete the gate is allowed once the beast and competitor have crossed the line of the gate.
 If the attempt is unsuccessful the judge shall terminate the round and score the competitor, provided that in the opinion of the judge, the competitor has control

of the beast.

- 6.11 If beast and competitor fail to cross the line of the gate, a second attempt to cross the line of the gate is required. On the second attempt, the beast and competitor must cross the line of the gate to be scored (time permitting).
- 6.12 A horse that clips a beast when changing sides shall be penalized; however a horse that badly hits a beast over the hocks or runs up the rump of a beast will be disqualified.
- 6.13 In liaison with the committee a judge will be allowed to restrict the number of faults a competitor is allowed in competition in the interest of safety, animal welfare or exceptional circumstances due to hold ups or time to complete the program. Any protocols applied in the first round of any draft may be applied in the final of that draft.
- 6.14 Provided the first peg is completed, a competitor in control of his/her beast when time has lapsed regardless of position on course must be scored.
- 6.15 In the event of a beast being distressed, *showing lameness* or bailing up and attempting to horn a horse, the judge shall terminate the round and score the competitor (providing the first peg has been completed). *In this case no re-run can be awarded.*
- 6.16 Where the judge terminates an outside run due to interference or safety concerns and the competitor is awarded a re- start, the competitor will start again with the lesser of the two cutout scores with the original entitlement of cattle.
- 6.17 In the event of a beast exhibiting bleeding as a result of a competitor's actions, the judge will terminate the round and no re run be awarded. Where a beast exhibits bleeding through no fault of the competitor, the judge has the discretion to award a re-run.

7. DISQUALIFICATION

A competitor will be disqualified for: -

- 7.1 Knocking down the first peg by either horse, athlete or beast
- 7.2 Losing control of the beast in the arena.
- 7.3 Running a beast into the arena fence.
- 7.4 Running a beast around the back or past the gate before completing the first and second pegs.
- 7.5 Running a beast outside of the second peg before completing the first peg.
- 7.6 Running a beast through the gate from the front.
- 7.7 Running a beast past the gate on the wrong side.
- 7.8 Failing to have control of the beast after passing behind the gate.

8. TERMINATION OF ROUND

The competitor shall cease to work the beast when:-

- 8.1 The timekeeper's whistle has blown to terminate the round.
- 8.2 The judge terminates the round.

9. OTHER DISQUALIFICATIONS

A competitor will be disqualified for: -

- 9.1 Turning tail to the beast. A tail turn is a turn executed by a horse in the opposite direction of the beast's line.
- 9.2 Badly hocking a beast or running up its rump.

- 9.3 A fall of the horse or athlete causing loss of control.
- 9.4 Ill-treating either the beast or horse.
- 9.5 Refusal to compete on sound available stock.
- 9.6 Not being present on the third call.
- 9.7 Horse bucking or rearing out of control.
- 9.8 Excessive or harsh use of a bit or spurs. No whip or switch may be used.
- 9.9 Competitor is not considered to be in safe control of their horse.

10. GENERAL RULES

Insufficient Full Scores:

- (1) The cumulative score from each round be carried forward into subsequent rounds.
 - a. Those competitors carried forward from an elimination round on a full score shall have preference in aggregate placings over those carried forward on cutout scores only.
- (2) b. In the case of two or more full rounds and a final, those going into the Final on a combination of full scores will have preference in aggregate placings. If there are insufficient full scores to fill final placings the committee may use cut out scores only to fill minor placings.

Placings in an Event:

In the event of a tie for individual competitions:

If there are two or more horses on the same score for first place at the conclusion of an event it will be decided on a run off. If for any reason it is not possible to have a run off a count back will be made as follows:

- The winner will be the competitor with the best cut out
- If still equal, the best horse work.
- If still equal, athletes will be tied

First round runs:

All horses are allowed no more than one first round start per event.

Teams Events at State Championships

Refer to section in Scoring Handbook

11. GENERAL COMMITTEE INFORMATION

- 11.1 Campdraft Judge is to give their address over the Public Address system for the benefit of the spectators
- 11.2 Number of horses for Second Rounds and Finals:-
 - (a) At least 20 horses per 100 entries should start in any second round.
 - (b) At least 10 horses per 100 entries should start in any final round.
- 11.3 Committees to provide adequate announcing.
- 11.4 Speary horned cattle should be tipped.
- 11.5 Committee should use white PVC for pegs.
- 11.6 Fresh cattle be provided for ALL competitors in –
 - (a) Draft run-offs.
 - (b) Cut-out run-offs.

12. SMALL ARENA CAMPDRAFTING

12.1 Small Arena Campdrafting is conducted under the same rules as Large Arena Campdrafting.

The recommended minimum width of the Arena will be 40 metres, and the recommended minimum length will be 70 metres.

Comments

Any work using the arena fence and work taking the beast outside the course proper and returning to commence the course will be penalised and judged accordingly in horse work points. It will be up to the judge to determine when a athlete has lost control and end the work.

13. CODE OF CONDUCT FOR THE CARE AND TREATMENT OF CAMPDRAFT LIVESTOCK

INTRODUCTION

13.1 This Code is intended to compliment and support existing legislation. The staging of Campdrafts and the conduct of those involved are subject to the relevant legislative requirements in each State.

13.2 The rules for the care, treatment and welfare of Campdraft livestock are to be observed by all Campdraft personnel at each Campdraft affiliated with the N.C.C.A. and their member Associations.

13.3 If, for any reason, there is a conflict between the rules of competition and the code for the care and treatment of Campdraft livestock then the latter shall prevail, without qualification.

13.4 Any competitor failing to comply with the animal welfare rules of the N.C.C.A. including unnecessary roughness to livestock during competition in the opinion of the judges shall be disqualified from the event.

POLICY STATEMENT

- 1) It is the policy of the National Campdraft Council of Australia that animals used in Campdraft shall be treated humanely and with proper consideration for their health and welfare.
- 2) The rules for the conduct of Campdraft events shall be consistent with this policy and shall be specifically designed to prevent cruelty and minimize the risk of unintentional injury or mistreatment.
- 3) The Code of Conduct shall be binding on the National Campdraft Council of Australia, its officers, members and affiliated Campdraft committees.

CAMPDRAFT CATTLE

- 1) All cattle used in Campdrafting must be a suitable size and in a healthy, strong condition, as dictated by normal circumstances for open range cattle in that particular region.
- 2) Female stock, which is in an obvious pregnant condition, must not under any circumstances be used in any Campdrafting event.
- 3) Assembly of stock must be in stock-proof Yards. All yards and loading ramps must be constructed and maintained to minimize stress and inconvenience.

- 4) All cattle presented by the Committee for use in competition must be fed, watered and transported in accordance with normal husbandry methods for cattle in transit by droving or motor transport.
- 5) Shelter from heat, wind and cold is not considered necessary for cattle except in extreme conditions of climate.
- 6) At the completion of unloading stock a representative of the promoting committee to inspect stock and any injured animals to be treated and placed in a situation to relieve stress as soon as practical.
- 7) During each and every event, a representative of the committee will supervise the use of stock to ensure the use of stock to ensure the continued suitability of stock for use during such event.
- 8) Where an animal is deemed to be in a state of distress requiring euthanasia, the person responsible for the animal must ensure that it is carried out as soon as possible, humanely and results in immediate death. Euthanasia must be performed only by persons competent in the method and licensed where appropriate.
- 9) In Campdrafting events, cattle may only be used once at the same venue except in exceptional circumstances.
- 10) The judge must order the removal from the camp of unsound cattle or distressed cattle.
- 11) All horses shall be presented in body condition and soundness satisfactory to the judge of the Campdraft. The judge must disqualify from competition any horse not meeting their requirements.
- 12) The judge must disqualify any competitor causing unnecessary distress to either horse or beast in any Campdraft.

14. AREAS TO MONITOR FOR ANIMAL WELFARE CONCERNS.

- 14.1 Arena surface preparation.
- 14.2 Fitness & training of horses in Campdrafting events.
- 14.3 Ensuring cattle are not overworked following completion of a Campdraft run.
- 14.4 Tack & Equipment used by competitors.
- 14.5 Climatic conditions.

15. SADDLERY (Refer to National Gear Rules)

Judge has the right to call on any competitor to inspect his gear and if gear is illegal, competitor is compelled to remove offending article before competing or will be disqualified.

16. SPURS (Refer to National Gear Rules)

Spurs are allowed but riding whips, sticks, etc. are not permitted.

17. QUALIFICATIONS FOR STATE EVENTS

ACA Draft or other of same standard approved by Regional Director.

Performance Card to show name of Judge and number of competitors

Athlete to obtain two (2) outside scores of 60+ **on any horse** (Dec 11)

Athletes to have competed (2) Stockman's Challenge competitions (either pony Club or non-pony club)

STOCKMAN'S CHALLENGE RULES as of 2019

For Stockman's Challenge competition PCQ is adopting the competition rules of the Australian Stockman's Challenge Association, as they pertain to pony club.

1. Classes of Competition

- 1.1 This will take the form of a 2-round event consisting of a set pattern workout (dry work) and a round of cattle work.
- 1.2 Age Groups: Under 12 Years; 12 & Under 15 Years; 15 & Under 17 Years; 17 & Under 26
- 1.3 All age groups will ride Pattern No.as stated on the program from the Rule Book or attached to the program.
- 1.4 Under 12 Years cattle work (single quiet bovine) will be held in a restricted space with contestants demonstrating control of horse and beast.
- 1.5 Where the Stockman's Challenge is being contested on the same day/days as the Campdraft, the one horse one athlete applies i.e. the same horse and athlete combination for both Campdraft and Stockman's Challenge

Where cattle cannot be sourced for an event, alternate event formula can be:

- a) 2 Patterns judged by two different judges

Or

- b) A pattern and a time trial (Sept 2016)

It is not compulsory to hold a final.

2. Dress: As per Uniform & Saddlery Rules for Gear Check

3. Saddlery: As per Uniform & Saddlery Rules for Gear Check

4. Code of Conduct: As per PCQ rules and regulations.

5. Drugs and Alcohol: As per General Rule

The following rules have been taken from the Australian Stockman's Challenge Association Rule Book as at February 2018

- 6. 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.

7. Finals

- 6.1 There will be NO clean slate finals
- 6.2 Challenges with up to 50 competitors shall have a final for the ten highest

scoring horse and athlete combinations. For every ten athletes over 50 the next

highest scoring competitor is to be included in the final.

6.3 In the event of a tie for first place a run off should be held over all phases of the competition.

8. Disqualification

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

8.2 DISQUALIFICATION WILL APPLY IF:

- Horse/Athlete 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.

8.3 **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.

8.4 **DEFINITION OF FALL OF ATHLETE:** Athlete is no longer astride the horse.

8.5 "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 athlete.

8.6 "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 athlete.

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

9. Judges

9.1 NUMBER OF JUDGES

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

9.2 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.

9.3 **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

9.4 **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.

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 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 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 manoeuvres.
- It is the judge's responsibility to evaluate these manoeuvre groups 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 athlete 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
Credit will be given to a quality canter departure from the halt.
- b) When trotting on a circle or turn the athlete 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 athlete.

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 1/4 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 or 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) Excessive slow canter resulting in a 4 beat gait
 - b) Excessively fast gallop which appears to be detrimental the horse
 - c) 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 athlete 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 athlete 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 athlete. 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 athlete.

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 by the use of the seat, legs and containing hands.

APPEARANCE AND PRESENTATION

Both the horse, athlete 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 60 m.

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 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.

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 athlete'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 scored '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.

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 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 athlete before completing the course. The competitor shall retain their cut

out score 11.8 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.

11.9 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.

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

11.11 Committee reserves the right to decide on the maximum and minimum number of cattle in the cut out.

11.12 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.

11.13 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.

11.14 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.

Camp CREDITS

- a) Horse and athlete that works a beast with accuracy and natural athleticism,
- b) timing, shape.
- c) Degree of difficulty and effectiveness.
- d) Ability to separate beast quietly from the mob and put into working position in the camp.
- e) 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 5pt 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 judge's 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 (athlete 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 athlete
- 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.

12 Committee Requirements

12.1 An ambulance or other medical service provider must be in attendance when cattle work is taking place.

12.2 A nominated first aid person and a first aid kit should be present at all competitions.

13 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.

13.1 All events affiliated with the Australian Stockman's Challenge Association

- will be subject to this code and all relevant State legislation.
- 13.2 The judge will disqualify any competitor who displays unnecessary rough treatment of any horse or beast.
 - 13.3 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.
 - 13.4 All horses must appear sound and in sufficient condition and fitness to perform the task required of them.
 - 13.5 Horses failing to meet the judge's approval will be disqualified.
 - 13.6 Committee's must strive to have an arena surface that minimises the risk of injury
 - 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 Obviously 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.
 - 13.14 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.

14 Risk Management

- 14.1 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.
- 14.2 Buildings, yards and structures must be inspected.
- 14.3 Designated areas must be clearly signed.
- 14.4 Horses are not allowed in areas reserved for the public.
- 14.5 The public should be directed to keep clear of cattle yards and horse areas.
- 14.6 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.
- 14.7 Each ASCA affiliated event must have a nominated Risk Management Officer.

EXAMPLES OF CHALLENGE PATTERNS

Pattern No.1

Step	Procedure	Points
1	At A salute judge and walk to B, STOP	10
2	Trot a large circle to the right	10
3	At B trot a large circle to the left, Stop at B	10
4	Walk to drum C, STOP pick up Billy can and walk to drum D	10
5	Place Billy can on drum D	10
6	Trot through the pegs as on the diagram all the way to E (Judge)	10
7	STOP horse and back up 2 steps	10
8	Salute the Judge	10

Pattern No. 2

Step	Procedure	Points
1	Salute Judge at A	10
2	Walk to B	10
3	Rising trot to C (centre) STOP	10
4	360 spin to the right	10
5	360 spin to the left	10
6	Trot a medium circle to the right	10
7	Trot a medium circle to the left	10
8	At C canter a large circle to the right on the right lead	10
9	At C do a simple change and canter a large circle to the left on the left lead	10
10	At C do a simple change and canter to E on the right lead, STOP	10
11	Do a rollback to the left and canter to F on the left lead, STOP	10
12	Do a rollback to the right and canter on the right lead all the way to G and STOP	10
13	Back your horse until you are in line with the judge, STOP	10
14	Turn and face the judge, Salute, leave arena on a loose rein	10

Pattern No. 3

Step	Procedure	Points
0	Crack stock whip to commence work	10
1	Enter the working arena on a loose rein at a walk	
2	Pick up a working trot and trot around the working area to 3	
3	Pick up a working canter and canter a straight line on near	10
4	lead Halt	
5	360 spin to right	10
6	1-1/4 spins to the left	
7	Canter a small slow circle to the left on near lead.	10
8	Canter a large faster circle to the left, do not close the circle but continue on to 9	
9	Stop, and without hesitation do a right roll back. Continue back to centre of line at a canter on off lead	10
10	Canter a small slow circle to the right	10
11	Canter a large faster circle to the right, do not close the circle but continue on to 12	
12	Stop, and without hesitation do a left roll back. Continue back to centre of line at a canter on near lead.	10
13	Gallop a fast figure 8 with 2 flying changes	10
14		
15	Continue at the gallop around to 16 Stop	
16	and settle the horse	
17	Back the horse over his tracks	10
18	Ride to judge for inspection, on a loose rein. HALT Overall	10
19	horsemanship (including the demonstration of continuity between sections and an impression of free-flowing movements)	
	TOTAL	100

Pattern No. 4

Step	Procedure	Points
1	Enter arena at working canter	
2	At 2 gallop around the working area to 3 on correct lead	10
3	Stop and without hesitation do a left rollback. Continue at gallop to 4 on correct lead.	10
4	Stop and without hesitation do a right rollback. Proceed to the centre of work area at the canter.	10
5	Gallop two large fast circles to the right on correct lead.	10
6	At the centre of the working area canter a small slow circle to the right on the correct lead. Do a flying change at centre.	10
7	Gallop two large fast circles to the left on correct lead.	10
8	At the centre of the working area canter a small slow circle to the left on the correct lead. Do a flying change at centre and Gallop a large circle on correct lead to 9.	10
9	At 9 stop and back over tracks at least three metres	10
10	Do two 360 spins to the right Do two 360 spins to the left.	10
11	Leave the work area at a walk, demonstrate horse's acceptance of the whip at the walk.	10
	TOTAL	100

Diagrams of patterns available on the PCQ website – Rule Book Page

TEAM PENNING RULES

INTRODUCTION

The following rules are adopted following permission from the Australian Team Penning Association (28.4.2011)

Pony Club rules override where there is a conflict.

TEAM PENNING RULES

- Twenty-one (21) to thirty (30) head of cattle must be used (30 head being preferable) with three (3) numbered/coloured collars on ten (10) or seven (7) head.

Maximum runs per herd 3.

- Cattle will be changed immediately following the tenth (10th) or seventh (7th) run, unless the decision has been made with remaining teams and committee that the competition can be completed with those existing cattle.
- The arena is set up in two (2) sections, with a pen one end. Pen set up as per ATPA dimensions and placement (as per attachment).
- White line is drawn separating cattle & athletes. This will be used as the cattle line.
- When the judge is ready he/she will give the team the signal to cross the line and will give them their designated colour/number once the first athlete crosses the cattle line. At this point time will commence.
- Team will have a designated time in which the event is to be completed with three (3) or less head penned. A warning whistle will be sounded when the team has thirty (30) seconds remaining. Time will be advised prior to the commencement of the event.
- No more than five (5) head of cattle shall be allowed at any time over the pen side of the line. If there are more than five (5) head of cattle the team will be disqualified.
- Once all three (3) head of designated cattle have crossed to the pen side of the line, all three (3) athletes MUST cross to pen side of line as soon as practical and pen the cattle, no athlete can then cross back over to the herd side of the line, this results in disqualification. If only one (1) or two (2) head over the line & three (3) athletes they may re cross the line, in a manner deemed to be acceptable to the judge.
- ANY ROUGH HANDLING OF STOCK WILL RESULT IN THE TEAM BEING DISQUALIFIED.
- At no time are horse and athlete 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 competitors before commencement of the competition. All horses must be under control when they reach the gate.
- Once the team has claimed the cattle penned, there must be a team member (it needs only to be one) blocking the gateway with hand raised to signal time. Time will be recorded when the judge is satisfied team has control over the penned stock. No time shall be recorded unless all incorrect cattle have returned to cattle side of the line.

- In the event that all claimed cattle have been penned and one or more breaks free, time will still be recorded with remaining penned cattle. The position of breakaway cattle will be disregarded.
- A competitor can compete three (3) times but not in the same team.
- No tie downs or rings are permitted. Also see Saddlery Rules - Pages 11 to 17 inclusive.
- 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-rerun is to be awarded. A re-run will not be given if there are placings with faster times. Judges decision is final.

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 secretaries office during the competition, judges may only be approached or questioned by a single team member in direct relation to their own team/s run. Money will be refunded if claim is upheld. Judge to make notes on teams' disqualification if it is disputed.

DISPUTES COMMITTEE

The Disputes Committee is made up of one senior delegate from each club competing (except where rules for specific events vary). Any delegate whose member is in dispute, or may have, or appear to have, a conflict of interest, must not sit on the Committee.

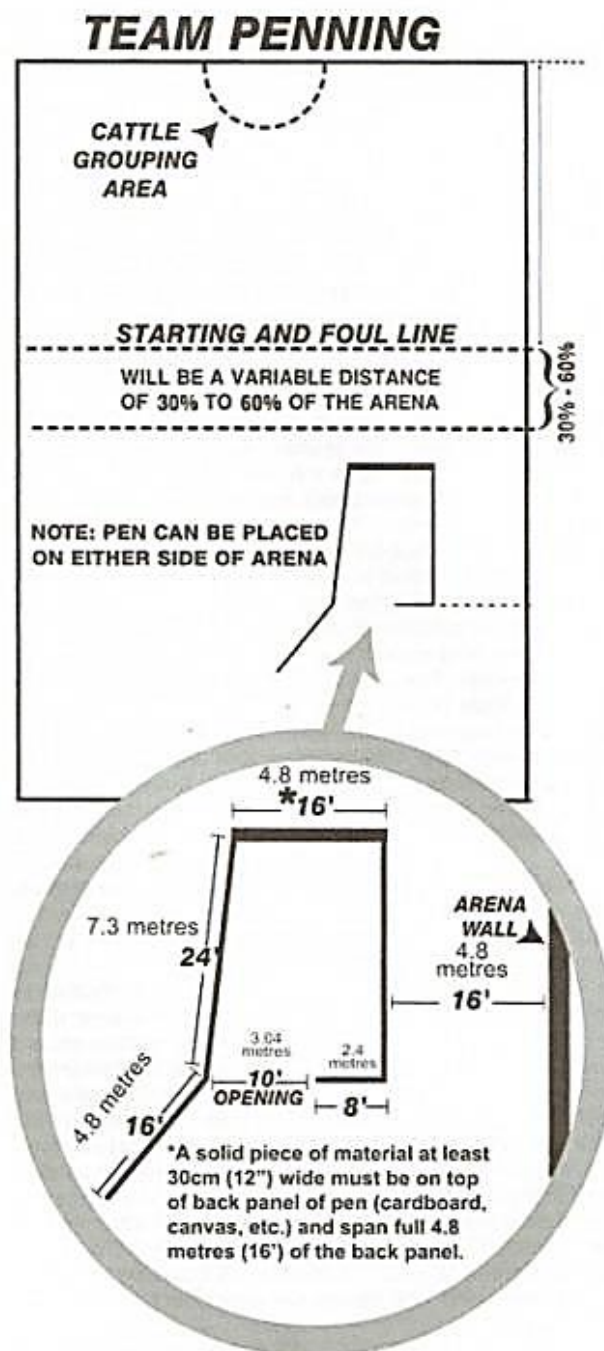
DISQUALIFICATION

- Rough handling of stock – this includes hitting cattle.
- If a athlete falls from horse in competition it will be the judge's decision whether the athlete is in danger and if so the team will be disqualified. Judges discretion whether run is to continue – no blocking or chasing of cattle on foot.

ANIMAL CARE

- In the case of an animal being injured, appropriate assistance will be provided or whereby a decision to put the animal down, it will be disposed of humanely and as quickly as possible.

TEAM PENNING DIAGRAM



STOCKMAN POLO

1. DESCRIPTION OF THE GAME

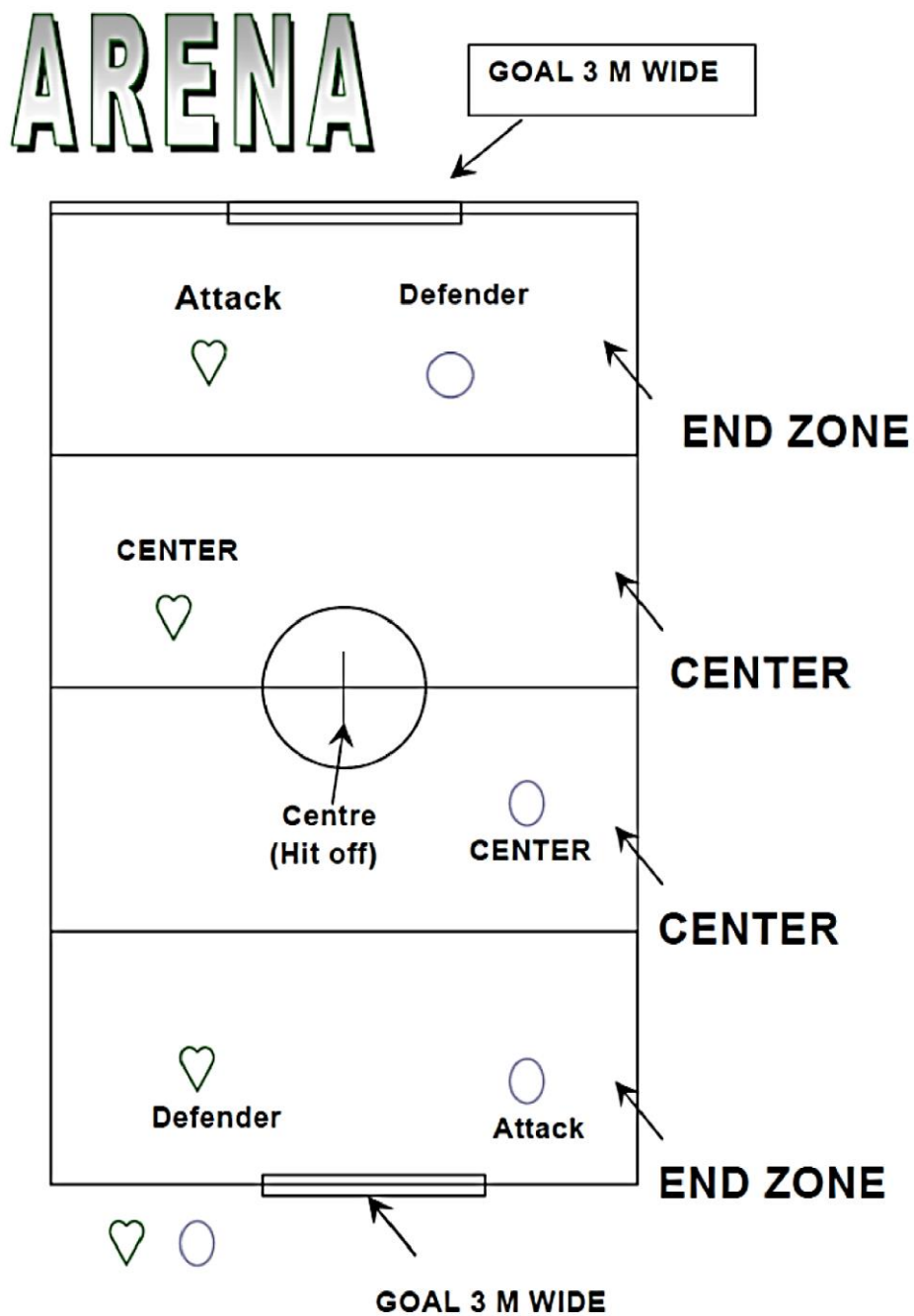
Pony club general rules should apply.

Stockman's Polo 3-on-3 is a uniquely developed Australian game. The game is played in an arena with two 3 player teams. Each player uses a mallet with the aim to knock an inflatable rubber ball through the other team's goal.

TEAMS

- Teams shall consist of 4 players
- One Centre
- One Goal Defender
- One Goal Attack
- One Reserve

2. PICTURE OF ARENA



Minimum – 20 m x 60 m

3. DESCRIPTION OF PLAY

1. A game will consist of a maximum of four 15min Chukkers played no less than 10mins apart.
2. Centres can play centre zones only
3. Attack and defender can only play to opposite end zones. Crossing end zone will result in a penalty.
4. Reserves can only be called in on a timeout or goal.
5. Centres cannot enter either end zone.
6. No player can cross the centre line before the ball is put into play.
7. The player's horse shall not be in forward motion at hit off. (Penalty loss of ball).
8. Team play (blocking) is allowed
9. Undue rough play is not allowed

4. EQUIPMENT

- A. All equipment used will be in good order and repair.
- B. Mallets shall consist of a shaft (42-60 inches in length) made of cane or a similar material i.e. fibre glass or plastic and with a rubber head no more than 4 inches wide.
- C. Mallets cannot have weighted heads
- D. Pony Club equipment rules as for sporting apply

5. STARTING THE GAME

1. A flip of the coin will determine which team starts play.
2. The winning team will decide which team will hit off OR the direction they would like to play.
3. A player will have 20 seconds to play the ball (from the whistle), after 20 seconds the ball is in play.
4. Until the ball is put into play the opposing player must remain 3 metres from the ball.
5. The ball is hit off from the centre line at the start of the game.
6. Players cannot cross the centre line until the ball is in play.
7. If a goal is scored, the ball is bought back to the centre for the opposing team's hit off.
8. If the ball goes out of bounds, it is placed as close as possible from where it went out for the opposing team to hit off.
9. A roll-in is used if the referee is unable to determine who is at fault i.e. ball going out of bounds.
10. When the allocated time for a game or chukker has elapsed, the official time keeper will sound the bell at which the referee will call time. If the ball has been struck on the bell and goes into the goal, the goal will be allowed (at referees call).

6. SCORING POINTS

- A. Each time the attacker hits the ball into the goal from their zone the score is 1 point.
- B. If the ball is driven from another zone by any player or horse (and untouched by any other horse or player) the goal is increased by 1 point per zone.
- C. Any free shot driven through the goal from another zone only counts as one point. (unless the ball is first put in to play)
- D. When the ball is moved by player or horse from a free shot the ball is then in play. If the player then drives the ball through the goal the score will count from that zone.

7. FREE SHOTS

- 1. On a free shot the player will have 20 seconds (after the whistle is blown) to hit the ball to put it in play
- 2. If the player's horse is in forward motion when the ball is struck the penalty is loss of ball to the opposing team.
- 3. On all free shots the opposing player must remain 3 metres from the ball until the ball is put into play
- 4. The 3 metre rule does not apply to the defender in the end zone when defending their goal.

8. PENALTIES

ALL PENALTIES AND PERSONAL FOULS ARE AT THE DISCRETION OF THE ON-FIELD REFEREE

- A. A player's horse (Attack or Defender) must not cross more than one hoof over the opposing zone line. Penalty: one free shot and the ball is moved 2 metres to the opposition's goal.
- B. Driving the ball over the sideline. Penalty: one shot from exit point (penalty is against the last player or horse the ball comes off).
- C. If two players cross the zone line a foul will be called against the first player to cross. Penalty: Free shot for the opposing team.
- D. In the event that both players cross at the same time the referee will take the ball to the centre of their zone for a roll in.
- E. A player cannot "rake" the ball across the zone line. Penalty: one free shot with ball placed 2 metres towards opposition's goal.

- F. It will be a foul to push any players horse more than 2 metres (predominantly sideways) without a change of direction. Penalty: Loss of ball and ball placed 2 metres towards opposition's goal.
- G. From the hit off no player is to cross the centre line. Penalty: Loss of ball.
- H. The minimum distance the ball may be placed from the goal line on a penalty shot is 3 metres.
- I. If a player hits a goal and the opposition player crosses the zone line before the goal is scored the goal counts
- J. Players cannot delay play. Penalty: Loss of ball only
- K. A player cannot strike at the ball with the mallet head when the ball is travelling higher than the withers of the lowest horse in the play

9. PERSONAL FOULS

- 1. All players must play in the safest possible manner
- 2. All personal fouls and penalties are at the discretion of the referee.
- 3. Interference in any manner, with either the opposition or his horse (such as hooking mallets or elbowing) is a personal foul
- 4. It is a personal foul to "T" bone (hit another player's horse at an angle greater than 45 degrees)
- 5. It is a personal foul to reach over another player's horse.
- 6. It is a personal foul for a player to allow their horses head to cross another horse in front of the saddle.
- 7. It is a personal foul for a player to swing their mallet in a dangerous manner e.g. Windmill
- 8. 2 Personal fouls called against a player in a chukker or 4 in a game can result in the player being removed from the game.
- 9. Heckling or arguing with the referee is not permitted.
- 10. Only the team captain may approach the referee about the referee's decisions
- 11. A player must not back their horse under another horse.
- 12. A player cannot carry the ball by hand
- 13. All plays of the ball must be from horseback.
- 14. A player must have a complete mallet to play the game.
- 15. A player playing the ball has right of way over all other players. As the ball travels in a straight direction, this is called line of ball. Any player that crosses the line in a manner that may be considered DANGEROUS commits a personal foul will be penalized by way of a free hit to the fouled player,
- 16. A player cannot pass their mallet over the centre-line of their own or any other horse.

10. TIME OUTS & SUBSTITUTES

- A. Each team captain may call two two minute timeouts per chukker or four per game.
- B. The referee may call as many timeouts as to their discretion (safety related)
- C. **If a player falls from his/her horse, the referee will call a timeout**
- D. If a player falls from their horse in the goal zone a timeout must be called to allow that player to remount and a free shot is awarded to the opposing player.
- E. Timeouts may be called at any time the ball is not in play or the team calling timeout has clear control of the ball.
- F. Timeouts may be called out for equipment faults or personal reasons.
- G. A player with the ball in their zone cannot be substituted unless injured.
- H. A timeout is called by the referee if a player drops their mallet, restart is at the referee's discretion.
- I. A reserve may be substituted for any player/s at any time during the game for various reasons, i.e.: injury to horse or rider, or to simply rest a tired horse or player. The interchange cannot be made whilst the ball is considered live and the play is in progress. The substitution by calling a timeout by the referee or team captain or alternatively during a break in play i.e.: between the scoring of a goal and the hit off.
- J. If a player leaves the field during live play he/she will be deemed to be unable to continue and shall take no further part in that game

11. MISCELLANEOUS

Reasons for removal from game

1. If a player is found by the referee to be abusive to another player they can be removed from the game.
2. If a player is found to argue with the referee they can be removed from the game.
3. If a player's horse is deemed excessively tired it can be removed from the game.
4. If a player's horse is deemed to be out of control they can be removed from the game.

Charging

Charging is not permitted at any time. If a player has to use excessive speed to get to the ball and the opposition is already there they must pull their horse back to a reasonable pace before challenging for the ball. Not doing so may result in a penalty to the other team (referees discretion)

12. THE REFEREE

- A. The referee shall be the sole authority whilst on the field/arena
- B. The referee shall have the power to control all aspects of the game in accordance with the rules of the game.
- C. The referee has the right to remove any horse he/she considers out of control/dangerous whether rearing, kicking etc.
- D. The referee shall have the power to remove any player/s from the field due to misconduct or dangerous play
- E. Players MUST communicate with the referee only through their team captain or designated player.

13. GLOSSARY

Centres: The players based in the middle of the field, they are not allowed over either end zone line. They are responsible for the hit off at start of play either to start the chukker or after a goal has been scored.

Centre line of the horse: an imaginary line running directly back from the horses ears to the centre of it's tail

Chukker: The name of the 15 mins of play

Goal Attack: The main player responsible for scoring the goals. They are allowed all over the field except in the opposing team's goal end.

Goal Defence: The main player responsible for defending the goal. They are allowed all over the field except in their own goal end.

Hit offs: The ball being hit at the start of any play.

Penalty: an infringement of the rules

Personal foul: a personal infringement of the rules (mainly an infringement of safety)

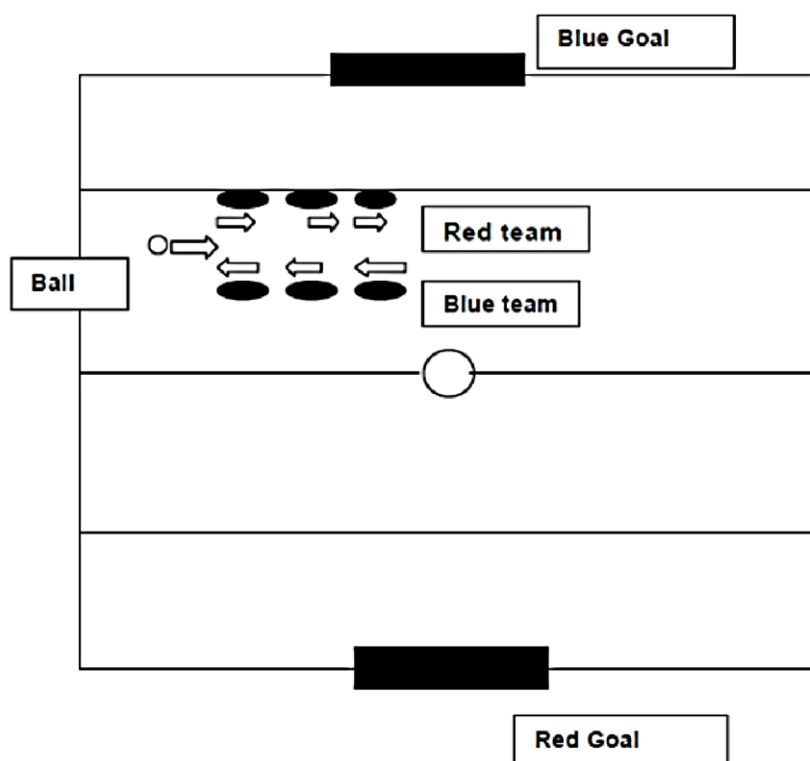
Rake: use a mallet to drag the ball across the zone line

Reserve: The member of the team that is off the field of play during a chukker but is ready to be called on when needed.

Roll-ins: When the teams are lined up on either side of the referee with their mallets facing inwards

Timeout: two minute stoppage of play **Zone line:** the line dividing the centre from the goal zones

14. Roll-in diagram



School Horse Sports

School Horse Sports is a joint initiative between registered schools and PCAQ Inc. School students who are a registered financial Pony Club Member will be eligible to represent their School in a Team. If a School is low in numbers then combined Schools are permitted. A Team Manager is appointed by each School Team and will be responsible for student supervision and behavior on the day of the competition. The Champion School will be the school with the Highest Accumulated Score of their top 4 riders. All events will be conducted under PCAQ Inc. Rules and Regulations in conjunction with School Horse Sport Terms and Conditions

ORGANISING SCHOOL --- LMN

School Logo

Organising School Address

Organising School Contact Details

HORSE SPORTS DAY

Hosted by XYZ Pony Club

Date of Competition

Venue of Host Pony Club

Start Time

Entries close :

Cost per rider: \$ xxx

HorseSportsCo---Ordinator: ABC

Contact number for Horse Sports Co---Ordinator:

School Team Payment must accompany entry form.

Payments to Organising School

Address of Organising School



School March Past



AGE GROUPS

6 & Under, 7 & 8yrs, 9 & 10yrs, 11 & 12yrs, 13 & 14yrs, 15 & 16yrs, Over 16yrs

No Children to be led

EVENTS:

BOYS & GIRLS COMPETE TOGETHER

Best Presented Horse and Rider

Pleasure Hack

Maroochy Bend

Bondfield' Bounce

ScuddaHo

Cambooya Classic

Rider Class

Barrels

Sporting Figure 8

Clover Leaf

Flags

Drum & Peg

Highest Point Score for each age group
Champion Primary and High school

School Entry Form

This form will become a **TAX INVOICE & RECIEPT** upon Payment.

School:

Competitors Name	Age	Pony Club Membership Number	Number of Stables	Total
			Total Amount	

Helper No. 1 Name: _____

Helper No.2 Name: _____

Principal Name: _____ Team Managers Name: _____

Signed by Principal: _____ Team Manager: _____

Disclaimer Statement:

Event: LMN School Horse Sports Day, dd/mm/yyyy herein after referred to as "the Event". I knowledge and agree as a condition of participating that neither the school, organisers, sponsors, participants, officials, volunteers, medical personnel, nor persons, owners or lessees of premises used to conduct the Event, shall be under any liability for my death or any bodily injury, loss or damage which may be sustained or incurred by me as a result of participation in or being present at the Event, except in regard to any rights I may have arising under the Trade Practices Act 1974 (Commonwealth or Similar State legislation). I acknowledge that equestrian activities are dangerous and that accidents causing death, bodily injury, disability and property damage can and do occur.

BY SIGNING HEREUNDER I CONFIRM HAVING READ AND UNDERSTOOD THE CONTENTS OF THIS DISCLAIMER

.....
.....

Name (Block Letters)

Signature _____ Date: _____

PARENT / GUARDIAN CONSENT FOR PARTICIPANTS UNDER 18 YEARS.

I _____ being the Parent / guardian

of _____ confirm that I have read the whole of this document and have taken all necessary actions to ensure that I am aware of the activity in which the above child will participate in and consent to him/her participating. In doing so, I acknowledge that equestrian activities are dangerous and that accidents causing death, bodily injury, disability and property damage can and do occur. I agree that neither the school organisers, sponsors, participants, officials, volunteers,

.....

SCHOOLS PLEASE NOTE THIS INFORMATION IS MANDATORY AND MUST BE RECEIVED WITH ENTRY FORMS.

General Rules and Regulations:

- All events are run under PCAQ rules and regulations.
- Competitors must show proof of Pony Club Membership.
- Horse Health Declarations to be completed and handed to the organizing Secretary before the start of competition.
- Entry fee: \$xxx per rider.
- All riders must be competent and on suitable mounts for the duration of the day.
- Each school to provide a teacher and a PCAQ Instructor.
- Each school to provide two helpers to assist with the rotation of events.
- Risk assessments or equivalent are to be completed by each school prior to competition.
- Competitors will compete as a School team.
- There will be an unmounted presentation at the end of the day.
- Age groups are based on the age children turn in that respective year.
- Schools may combine to compete, if insufficient numbers.
- Age groups may be separated or combined depending on numbers.

Team Managers:

- Gear check at yyyy am sharp. Team manager to gear check. It is up to the team manager to ensure all riders are present at the gear check, with correct uniform and saddlery.
- Team managers for each school are responsible for student's supervision and behaviour on the day of competition.
- All riders are to wear a PCAQ approved helmet when mounted.
- PCAQ Rule: One horse / one rider.
- Spectators, parents or coaches are not permitted to ride a competitor's horse. Elimination will occur. Champion school will be the school with the Highest Accumulated Score of their top 4 riders.
- The program may be altered at the Organising Committees' discretion.
- A Project consent form should be completed by the school and handed to the Organizing Secretary before the competition commences.
- No stallions permitted.
- Ribbons to 3rd place.
- Each Competitor must provide a completed medical form

Uniform:

- Fawn jodhpurs or fawn stockman's cut trousers / moleskins.
- Approved pony club smooth soled boots.
- Approved PCAQ helmet - Standard 3838 or better.
- Collared long sleeved shirt, school tie, school jumper or vest.
- No riding coats allowed.
- Jeans of any colour are not permitted.
- School polo shirts may be worn in sporting events only.

Insurance:

LMN School and the Queensland Department of Education will not be responsible for any injury, death or damage incurred on the competition day. Students not enrolled in a Department of Education or Training School enter at their own risk and shall not hold LMN School nor the Department of Education blamed or indemnified against legal proceedings for injury or damage. Parents or Team managers for Private School students must check their own Insurance with their Principals to ensure their children are adequately covered. This is to be the responsibility of the Team Manager.