

2023 KING OF THE RANGES

STOCKMAN'S CHALLENGE

RULES AND JUDGING CRITERIA

22 - 24 SEPTEMBER 2023

ROSEDALE HORSE COMPLEX, MURRURUNDI NSW

Competitors must familiarise themselves with all changes and amendments to previous Rules, Conditions and Judging Criteria.

The Challenge Committee reserves the right to further amend rules.

The Challenge Committee reserves the right to change any event at any time for safety or any other reason.

For further information regarding the Rules and Judging Criteria please contact the Challenge Coordinator:

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PENALTIES

STOCK WHIPS

Unless specified in the rules, all Challenge Events require a stockwhip to be carried ready to use.

- Carrying a stockwhip in any way not ready for use. 20 penalties
- Forgetting a stockwhip during an event but retrieving before finishing. 20 penalties
- Forgetting a stockwhip during an event and not retrieving it. 50 penalties

OILSKINS

If oilskin comes loose (out of one or more straps) during any event. 20 penalties

DOGS

If your dog interferes with another competitor's run/cattle. 50 penalties

SCORES AND PROTESTS

- Preliminary event scores will be posted as soon as possible after each group has finished.
- Competitors have a 10 minute opportunity to view their own score and speak to the specific Event Manager immediately after the last member of each team completes an event. The Event Manager will respond to any initial query.
- At the Event Manager's discretion, the Judge/s may be consulted. (NB For Whipcrack, competitors will walk the course with the Judge after their run)
- If a competitor has further concerns and wishes to protest, then the formal process must be adhered to.
- **A protest must be in writing on a KOTR Form and accompanied by a \$100 fee.**
- Any protest must first be taken to the Riders' Representative who will refer it to the Protest Committee **before 6pm that day.**
- The Protest Committee of three will be named at the Rider's Briefing on Thursday evening and will include:
 - 1) Riders' Representative
 - 2) Challenge Committee member
 - 3) An Independent

STOCKMAN'S VET AND GEAR CHECK

Days Thursday, 3-6pm
Where Rodeo Arena (Ring 1)

- Competitors and Horses must walk to the marshalling area 15 minutes before entering arena.
- Horse to be fully saddled with halter, stock whip and oilskin etc.
- **Horse to be tied up in the designated are and stand alone for 15 minutes.**
- Competitors are to dress according to the appropriate stockman's theme, which is required in each event.
- Competitors do not need to present with their shoeing materials.

VET CHECK

1. Horses are to be fit and sound as determined by the vet (no girth-gall, saddle sore etc). Horses will be unsaddled during vet check.
2. The horse must be able to be lead at a trot to the satisfaction of the vet.
3. Should a horse be 'vetted out', the competitor may use a spare horse if it is presented to the vet before 6pm on Thursday the 21st of September and is determined to be sound.
4. Horse's standing heart rate will be taken after the horse has been standing for at least 15 minutes and will be taken into consideration when the horse's recovery time is assessed on completion of the Cross Country Obstacle event.
5. The same horse must be used throughout the competition.
6. A horse with ringworm will not be permitted to stay at Rosedale. **NO EXCEPTIONS!**

King of the Ranges 2023 Stockman's Challenge Rules and Judging Criteria

STOCKMAN'S GEAR CHECK

1. Riders' & Horses' gear and accessories must be in good condition and well maintained throughout the events.
2. Gear must comply with recognised criteria of Australian stockmen's gear.
3. Gear must be deemed by the judges to be safe and suited to rugged bush riding.
4. Gear intended for use in the competition must be on the horse at the inspection.

Note Judges are entitled to ask competitors to replace any gear deemed to be unsafe or unsuitable.

DRESS CODE

Assessed on appropriateness to the image of the traditional Australian stockmen and women.

- Collared shirt with sleeves
- Appropriate style hat
- Safe riding boots
- Stockwhip
- Approved safety helmet for Cross Country Obstacle Course - EA standards (ASNZ 3838, ARB HS 2012, ASTM F1163, PAS 015, SNELL E2001, VGI)

NB: All riders must have their own helmets.

- Juniors (under 18yrs) must wear a safety helmet for all events.
- Juniors (under 18yrs) must wear a protective vest for the Cross Country Obstacle Course.
- A full length oilskin must be carried on the horse throughout all events.

Exceptions: Shoeing, Bareback Obstacle, Wild Horse Catch, Poley Buckjump

HORSE GEAR

Assessed on well presented and maintained gear that complies with the recognised criteria of Australian stockmen's gear for daily work.

1. All gear must be in good, safe order and, if not, must be replaced and re-presented to the Judges or competitor will not be allowed to continue with the competition.
2. Breastplates, surcingles, and cruppers are recommended but are optional.
3. A correctly fitted running martingale (rings) **is only** permissible for the Cross Country Obstacle Course.
4. Head checks are not permitted in any part of the competition.
5. Saddles and bridles presented during this event will be marked and the same gear must be used in all subsequent events (except the Bareback Obstacle & Shoeing).
6. Should a bridle be broken during the Challenge, it may be replaced but the competitor must notify the Challenge Committee and request re inspection.

STOCKMAN'S VET AND GEAR CHECK SCORING

Dress Code	40 points
Horse Gear	40 points
Overall Impression	20 points
TOTAL	100 points

10% of the score will count towards the Challenge Score

PACKSADDLE

Days Friday and Saturday

Where

- Course map will be available at registration.
- Competitors will be able to walk the course from 1pm Thursday.
- Short time available to walk the course on Friday at 6-6.30am and again after 5:30pm.
- Competitors are to complete their pack before proceeding onto the ridden course.
- Stockwhip must be carried ready for use for the packhorse obstacle course.

PACKHORSE RULES

1. The competition horse must be packed (time allowed 6 mins).
2. Lead horse (may be borrowed) must be saddled with competitor's saddle.
3. If borrowing a fellow competitor's challenge horse, that horse must have already competed before you borrow it ie. the challenge horse must be packed first and borrowed/ridden afterwards.
4. Competitor is to enter the start area on foot with both lead and competition horses.
5. In the 6 minute time limit competitors need to pack bags and swag, saddle horse, secure bags, straps etc. A 1 minute warning will be given towards the end of the time limit.
6. Mistreatment or damaging the KOTR packsaddles will result in penalties (up to -10).
7. Mount horse (stockwhip ready for use) and be ready to start obstacle course on signal.
8. The outside time (to be advised at the Rider's Briefing) will count down for obstacle course and unpack.
9. There is a set obstacle course to negotiate (ref course map). Missing or not attempting an obstacle incurs loss of those points plus 2 penalties.
10. When competitors enter the campsite, they must unpack and set up camp in the time remaining.

PACKSADDLE SCORING

Pack	50 points
Obstacles	30 points
Unpack	20 points
TOTAL	100 points

PENALTIES

- up to -10 points (at Judge's discretion) for mistreating or damaging the packsaddles.

Note

- Packhorse time stops when the competitor signals judge.
- In case of equal top points, the fastest time on course will win.

STOCK HANDLING

Days Friday and Saturday

Where Campdraft Arena

- Course map will be available at Registration.
- Competitors will be able to walk the course from 1pm Thursday.
- Short time available to walk the course on Friday at 6-6.30am and again after 5.30pm.
- Working dogs may be used but are not compulsory.
- Stockwhip must be carried ready for use during entire event.

STOCK HANDLING RULES

Enter camp on foot and tie horse up. Position dog, either by tying up or with command, outside the camp.

Yard

On foot, competitor will be given **2 minutes** to draft out three marked cattle from the yard into the camp. If time runs out competitor will have help to draft their cattle.

- **Maximum score is 6 points (2 points per head)**

Cut Out

Remount horse and signal readiness to judge then cut out one of the three cattle using campdraft format and call for gate. Camp to be scored to that point. Gate won't open.

- **Maximum score for cut out is 21 points (strictly at judge's discretion)**

When cut out is complete the competitor may call their dog and signal for cattle to be released.

Obstacle Course

There are four obstacles. Points = 3 points per beast, per obstacle - maximum 9 points for each obstacle, **a total of 36 course points**. Course must be completed in a **controlled manner** (penalties for mistreatment of cattle up to -10 points).

1. The competitor must ride each obstacle in succession and as per map, otherwise no course points will be given - only stockmanship points.
2. Stockmanship points (out 21) will be allocated for the way rider controls stock, using horse and dog, to achieve the desired outcome.
3. Using a dog is not compulsory but dog work carries a possible 16 points.
4. Outside help from others to control or work the dog is not allowed and will incur loss of all dog points.
5. If your dog gets loose and interferes with another competitor's cattle/course a maximum of -50 penalties will be deducted.
6. The fastest time on course will be used to determine a winner in each event should there be equal top points.

King of the Ranges 2023 Stockman's Challenge Rules and Judging Criteria

STOCKHANDLING SCORING

Yard Work	6 points
Cut Out	21 points
On Course	36 points
Stockmanship	21 points
Dog Work	10 points
Dog Discipline	6 points
TOTAL	100 points

DOG PENALTIES

Wet Ground	-2
Foul Ground	-3
Excessive wandering or leave ground	Up to -5
Mishandling/mistreatment of cattle	Up to -10
Dog interfering with another's cattle	-50

*If penalties exceed Dog Work points, deductions will come off stockmanship points.

BAREBACK

Days Friday and Saturday

Where

REQUIREMENTS AND JUDGING CRITERIA

Obstacle Course

1. Course map available at Registration.
2. Competitors able to walk the course from 1pm Thursday.
3. Short time available to walk the course on Friday at 6-6.30am and again after 5.30pm.
4. The time taken to finish the course will be recorded.
5. A bell will mark the start of the obstacle course.
6. Both start and finish lines MUST be crossed.
7. Two judges will score as described in the Bareback Course Map and scores will be averaged.
8. Fall from horse will incur 25 penalties.
9. After a fall, rider may remount and continue at judges' discretion.
10. Failure to carry a whip ready to use will incur the abovementioned stockwhip penalties.

Freestyle

1. Time allowed for freestyle is 1 minute.
2. Any part of the course may be used but you can't use an obstacle.
3. It is not compulsory to carry a stockwhip. Competitors aren't allowed to use whip cracking tricks for your freestyle.
4. Props are allowed but must be brought to the judge's table before starting the obstacle course.

BAREBACK SCORING

Course	80 points
Horsemanship	10 points
Freestyle	10 points
TOTAL	100 points

Note In case of equal top points, the fastest time on course will win.

SHOEING

Days Friday and Saturday

Where

- Shoes, nails, and stall jacks (for all competitors) will be supplied by the Committee.
- Competitors are to supply all other shoeing gear.
- It is the responsibility of all competitors to provide their own horse, suitable for shoeing.
- Horse may be owned or borrowed by the competitor.
- Horse must be quiet, with feet in reasonable condition and at least four weeks growth.
- All horse's feet will be inspected prior to shoeing.
- Mistreatment of a horse will result in disqualification from the horseshoeing.
- A stockwhip is not required to be carried.

OPEN, LADIES, NOVICE

Time allowed 40minutes

1. Tools allowed at the stall jack will be a shaping hammer and pritchel only.
2. Shoeing apron, hoof stand, toolbox or wrap with tools of your choice allowed at the horse.
3. Competitors are required to demonstrate the ability to prepare and apply a shoe to one front and one hind hoof within 40 minutes ***assessed on suitability for Mountain Riding.**
 - 3.1 One front foot and one hind foot are to be trimmed for shoeing.
 - 3.2 Then the competitor must call the Judge, who will view the prepared feet.
 - 3.3 Select appropriate size shoes (one front, one hind) supplied by Stockman's Supplies.
 - 3.4 Cold shape and fit shoes ***Shoe to the foot.**
 - 3.5 Nail shoes on, clinch nails and finish, then call the judge to view the finished work.
 - 3.6 Competitors will be judged on the balance and serviceability of the job.

SHOEING SCORING	Front	Hind	Total
Trim	15	15	30
Shoe Fit	10	10	20
Forging*	10	10	20
Nail and Finish	15	15	30
		TOTAL	100 points

2 Judges with an average score given

* Forging is how well the shoe has been shaped, without hammer marks all over it, nail holes haven't been closed up, the clip is set, and the shoe is level.

JUNIORS

Time allowed 40minutes

1. Clean and trim either a front or hind foot, then call the Judge.
2. Trim will be judged on level, sole & frog prep with knife & rasp work.
3. Select a front or a hind shoe supplied by Stockman's Supplies.
4. Using the stall jack provided, shape the shoe to fit the trimmed foot.
5. Juniors will not be allowed to nail shoe on.

King of the Ranges 2023 Stockman's Challenge Rules and Judging Criteria

JUNIORS SHOEING SCORING	Total
Trim	20
Shoe Fit	15
Forging*	15
TOTAL	50 points

2 Judges with an average score given

* Forging is how well the shoe has been shaped, without hammer marks all over it, nail holes haven't been closed up, the clip is set, and the shoe is level.

NB: Countbacks for all categories will be decided on the highest points in the Trim.

WHIPCRACK

Days Friday and Saturday

Where

TARGET COURSE

1. Competitors will attempt to cleanly cut targets with a stock whip within a set time.
2. A course map will be provided to each competitor at Registration.
3. The optimum time is based on a medium canter. Time will be advised at Rider's Briefing on Thursday and on course map.
4. Riders are only scored inside the optimum time.
5. A second/spare whip may be hung at the start.
6. Either preferred hand may be used for targets.
7. Only one attempt at each target by a competitor is allowed and must be on a downward stroke. Competitor is not allowed to stop on course.
8. Failure to cross the line between the markers to start and finish results in **elimination**.
9. Should a competitor fall he/she may remount and continue (at Judge's discretion).
10. Competitors must stop once the time limit whistle is sounded and will be scored up to that point.
11. There are 9 targets each worth 10 points.

FREESTYLE

1. Competitors will complete their whipcrack freestyle on horseback, **standing still**, immediately following the whipcrack target course.
2. Horse and rider will be allowed to settle and the judge will give the signal to start.
3. Time allowed is 30 seconds.
4. A Sydney Flash must be performed.

Following completion of Freestyle, each competitor will walk the course with the Judge to count/check all targets.

WHIPCRACK SCORING

Target	90 points
Freestyle	10 points
TOTAL	100 points

Note In case of equal top points, the fastest time on course will win.

CROSS COUNTRY OBSTACLE COURSE

Days Saturday

Where

- Course maps available at Registration.
- Course will be open for walking (NO HORSES) from 1pm on Thursday.
- Optional course walk and rider briefing on FRIDAY (time to be advised at Rider's Briefing).

REQUIREMENTS & JUDGING CRITERIA

1. Officials may ask competitors to replace any equipment found to be unsuitable or unsafe.
2. All competitors must wear an approved safety helmet (Pony Club and EA Standards safety standards). Helmets must be tagged and if they aren't they'll be tagged at Gear Check. All Helmets will be checked before course commencement.
3. Juniors and Striplings (u18) must wear a protective vest and it is strongly advised for all competitors.
4. Obstacles (logs, ditches, tyres etc.) will be over a set course.
5. Competitors must carry an oilskin on the horse and stockwhip in the hand for the whole course.
6. Riders will start the course at 1 minute intervals.
7. All jumps will be numbered and flagged; red on the right and white on the left.
8. Set points for each jump cleared (one attempt only). A refusal attracts a zero score for that obstacle.
9. Competitors will only be scored on the first attempt at each jump. If unsuccessful, rider must move on to the next obstacle.
10. Competitors may ride around an obstacle without elimination (nil points for that obstacle).
11. The jump judges may stop any competitor with a pink flag in the event of an emergency. If a competitor is stopped on course, their 'down-time' will be recorded and subtracted from their total time on course.
12. Following a fall of horse and/or rider, **the competitor must retire and walk back to the vet check area.** Obstacles will be scored to that point but 20 penalties will be recorded.
13. Competitors must go to the cool-down area following completion of the course.
14. On finishing, riders will be given a card with their vet inspection time (10 minutes later).
15. Horses are to be unsaddled and presented to the vets exactly 10 minutes after completion.
16. Competitors must remain in the cool-down area until completion of the vet check.
17. Speed on the obstacle course will be on a metres per minute basis and will be advised on course map and at rider's briefing.
18. There will be an optimum time for the course with time faults for being over this time.
19. More than 20 seconds under the optimum time also attracts faults.
20. Watches are not allowed.
21. **Time wasting at the end of the course will result in 20 penalties.**
22. After the course the vet will assess horse's heart rate, recovery time & overall soundness.

CROSS COUNTRY OBSTACLE COURSE SCORING

Obstacles	90 points
Vet	10 points
TOTAL	100 points

Note. If there are equal top points, a count-back will be decided on the closest to the optimum time. The Cross Country Obstacle Course Event Manager reserves the right to make any changes to the course, optimum time, or any other requirements, depending on the weather and ground conditions on the day.

FINALS

Days Sunday

Where

THE BOB PATON JUNIOR CHALLENGE

Time Trial Pattern

1. Finalists will be announced Saturday evening.
2. Course map with time limit will be given to Competitors on Saturday evening.
3. Riders will start in reverse order of placing coming into the final.
4. The Time Trial will be a set obstacle course to be completed in the quickest time. Knocking obstacles results in time penalties.
5. An electronic clock plus a stopwatch will be used and the times will be averaged.
6. There will be two judges.
7. Final numbers are dependent on entries and the Committee reserves the right to make changes to numbers.

THE KING OF THE RANGES NOVICE CHALLENGE

Time Trial Pattern

1. Finalists will be announced Saturday evening.
2. Course map with time limit will be given to competitors on Saturday evening.
3. Riders will start in reverse order of placing coming into the final.
4. The Time Trial will be a set obstacle course to be completed in the quickest time. Knocking obstacles results in time penalties.
5. An electronic clock plus stopwatch will be used and the times will be averaged.
6. There will be two judges.
7. Final numbers are dependent on entries and the Committee reserves the right to make changes to numbers.

LADIES FINAL

Wild Horse Catch

Rules and judging criteria will follow those for the Open Wild Horse Catch below except for:

1. Unlimited catch attempts are allowed.

OPEN FINAL

Wild Horse Catch

1. Horses will be drawn on Sunday morning at the Secretary's Office.
2. Any competitor who does not present within 10 minutes after the third call will have their horse drawn by a committee member.
3. Only a halter may be used to catch the horse. Catching ropes or any gear with a Honda at either end cannot be used.

King of the Ranges 2023 Stockman's Challenge Rules and Judging Criteria

4. Competitors are to supply their own halters. **All halters will be inspected. No modifications (eg. wire) allowed and halters must have a flat plait across poll.**
5. Competitors will start inside the arena.
6. At the Judge's discretion, a **3 minute** time limit will commence after the horse has settled in the arena.
7. In the event of a fall, a competitor may remount and continue. (Barring injury)
8. If a horse is caught and time allows, a competitor must attempt to lead the horse and show control.
9. Should the horse being caught be over-stressed the judge may stop the competitor but not disqualify them.
10. If a substitute horse cannot be provided the competitor will be scored to that point.

Disqualifications

1. There will be no wraps or dallies around any part of the saddle or riding horse with halter lead. This will result in disqualification.
2. Deliberate mistreatment of either horse will result in disqualification.
3. Foul language will result in disqualification.

Judging Criteria

1. There will be two Judges.
2. **Only three catch attempts are allowed.** (An attempt is defined as the halter leaving the throwing hand.)
3. A straight halter catch will gain more points than a neck catch.
4. **Scores will be announced as each competitor finishes.**

FINALS SCORING

Horse and Rider combination	25 points (each Judge)	maximum 50 points
Degree of Difficulty	25 points (each Judge)	maximum 50 points
TOTAL		100 points

OPEN FINAL

POLEY SADDLE BUCKJUMP

Horses will be drawn on Sunday morning at the Secretary's Office following the WHC Draw.

NOTE. All care possible will be taken by the King of the Ranges Committee to provide the competitors with safe bucking stock however, this is a hazardous sport and again, it is stressed that competitors continue at their own risk.

GEAR

1. Gear will be checked prior to riding
2. Saddle used in the final must be same saddle used throughout the competition.
3. No back girths allowed
4. No breastplate allowed
5. No bind between the stirrups allowed
6. Crupper is optional
7. Chaps are optional
8. Regulation spurs only (**no side rollers, fixed or sharpened spurs are allowed**)

JUDGING CRITERIA

1. There will be two judges.
2. Competitors are judged on an 8 second ride.
3. Mark out rule does not apply.
4. No grab down allowed.
5. Riders will attempt to crack a stockwhip & show control during the ride.
6. Re-rides are at the judges' discretion.
7. There will be no re-ride given if a competitor's gear breaks.
8. **Scores will be announced as each competitor finishes.**

OPEN FINAL SCORING

Ride	25 points (each Judge)	maximum 50 points
Horse (degree of difficulty)	25 points (each Judge)	maximum 50 points
TOTAL		100 points

In the interest of a fair and just event, any queries or concerns that competitors have about this event MUST be put to the committee BEFORE not AFTER the event.

Note. The Committee reserves the right to make changes to final events, draw, numbers, order of events or any other modification, depending on the weather, ground conditions, and any other factors on the day.