

2023 KING OF THE RANGES

STRIPLING'S CHALLENGE

RULES AND JUDGING CRITERIA

22 - 24 SEPTEMBER 2023
ROSEDALE HORSE COMPLEX, MURRURUNDI NSW

WELCOME

Welcome to the King of the Ranges Striplings Challenge. This event offers an opportunity for riders aged 8 - 13 years to compete in a variety of events designed to encourage learning of traditional stockmanship and bushcraft skills. The King of the Ranges Committee hopes that our young people will continue to help keep alive the heritage of the Australian Bush, going on to extend these skills and compete in future Stockman's Challenges.

All conditions of entry and guidelines in this rule book apply to Striplings Challenge competitors and their support people unless otherwise stated in the following rules and regulations for the KOTR Striplings Challenge event.

INFORMATION

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:

Darryn Wicks Tel. 0458 555 418
challenge@kingoftheranges.com.au
www.kingoftheranges.com.au

2023 KING OF THE RANGES STRIPLING'S CHALLENGE OVERVIEW

THURSDAY, 21 SEPTEMBER

10am - 6pm	Competitor Registration
3pm - 6pm	Vet and Gear Check
6pm	Welcome Sausage Sizzle for all competitors and support people
7pm	Riders' Briefing

FRIDAY AND SATURDAY, 22 and 23 SEPTEMBER

Preliminary events of Bareback, Whipcrack, Packsaddle, Stock Handling and Cross Country Obstacle events (Refer to Colour Group Schedule for times).

SATURDAY EVENING

Where Bar Area – Under 18yrs must be with an adult
Unmounted Presentation of awards for highest scores in Preliminary Events
Finalists will be announced
Dry Work Pattern for Final Events will be available

SUNDAY 24 SEPTEMBER

Where Rodeo Arena
9am Striplings Challenge Finals
10.45am ALL Striplings Challenge riders are required at the marshalling area, adjacent to the Rodeo Arena, mounted and wearing their bib number. Please follow the Ring Master's instructions.
11am Grand Parade (Rodeo Arena)

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 area and stand alone for 15 minutes. Please bring halter if needed for tie up.**
- Competitors are to dress according to the appropriate stockman's theme, which is required in each event.

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!

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
- **Must** wear an approved safety helmet for all events - EA standards ASNZ 3838, ARB HS 2012, ASTM F1163, PAS 015, SNELL E2001, VGI
- Must wear a protective vest for the Cross Country Obstacle Course.
- A full-length oilskin must be attached to the saddle or worn throughout all events (except for Bareback Obstacle)

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

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.

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

BAREBACK

- Course map will be available at Registration.
- Briefing and course walk will take place prior to commencing.

OBSTACLE COURSE

1. A bell will mark the start of the obstacle course.
2. The time taken to finish the course will be recorded.
3. Competitors are not required to carry a stockwhip.
4. Both start and finish lines **MUST** be crossed.
5. Two Judges will score as described in the Bareback Course Notes and scores will be averaged.
6. Horse and rider will be scored on the quality of negotiation of obstacles.
7. There will be 1 minute of freestyle work at the completion of the obstacle course.
8. A fall from the horse will incur 25 penalties.
9. In the event of a fall the competitor may remount and continue at the Judges' discretion.

FREESTYLE

1. Time allowed for Freestyle is 1 minute.
2. Freestyle must be completed in the designated area.
3. There will be a mounting block in the designated area.
4. Props are allowed but must be brought to the Judge's table before starting the obstacle course.

BAREBACK SCORING

Course	80 points
Horse Work	10 points
Freestyle	10 points
TOTAL	100 points

Note In case of equal top points, a count back will be on the fastest time on course.

WHIPCRACK

- Course map will be available at Registration.
- Course time will be advised at the Rider's Briefing on Thursday.
- Briefing and course walk will take place prior to each group commencing.

FREESTYLE

1. Freestyle will be completed before the start of the whipcrack course.
2. Freestyle will be done on horseback with the horse standing still.
3. Horse and rider will be given the chance to settle & commence freestyle on the judge's signal.
4. Time allowed is 30 seconds.

TARGET COURSE

1. Striplings will have wider targets than the other challenge competitors.
2. The course will suit left or right-handed riders.
3. Competitors must cross the line between the pegs to start and finish.
4. There will be 9 targets.
5. Competitors will attempt to cleanly cut or break targets within the time allowed. Crack must be in a downward direction.
6. Only one attempt at each target is permitted.
7. In the event of a fall the competitor may remount and continue at the Judges' discretion.
8. Competitors **must** stop once whistle signals time up and will be scored up to that point.
9. On completion of the course, competitor will walk the course with the Judge to check targets.

WHIPCRACK SCORING

Each target must be cleanly cut/broken to gain 10 points.

Obstacles	90 points
Freestyle	10 points
TOTAL	100 points

Note In case of equal top points, a count back will be on the fastest time on course.

PACKSADDLE

- Course map will be available at Registration.
- Briefing and course walk will take place prior to commencing.
- Competitors are **NOT** required to carry a stockwhip during this event.
- Packhorse and packsaddle will be supplied by the Challenge Committee.
- Packhorse will be saddled with both front and rear girths secured.
- Bags will be stuffed with lightweight items only.

PACKING AND HORSEMANSHIP

Competitors will be required to:

1. Hand their riding horse to the Steward.
2. Take a packhorse from the Steward.
3. Tie up packhorse to the hitching rail using a quick release knot.
4. Place each pack on packsaddle ensuring packs are not picked up by the rings (a step will be available).
5. Place swag onto packsaddle.
6. Pace the surcingle strap over the packsaddle and swag and secure, finishing with a cattleman's knot.
7. Secure horizontal straps.
8. Collect and mount riding horse.
9. Collect the packhorse from the Steward.
10. Complete the Obstacle Course in numerical order as shown on course map.
11. Dismount, hand riding horse to steward, and tie packhorse to the hitching rail.
12. Competitors will be judged on their overall horsemanship.
13. A time will be recorded

OBSTACLES

1. There will be a number of obstacles each worth set points, totalling 50 course points.
2. Obstacles must be completed in set order.
3. If a competitor misses an obstacle or rides course out of order, they will not be scored for that one and incur a 10 point penalty.

PACKSADDLE SCORING

Packing & Horsemanship	50 points
Obstacles	50 points
TOTAL	100 points

PENALTIES

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

NOTE

- In case of equal top points, a count back will be on the fastest time on course.

STOCK HANDLING

- Course map will be available at Registration.
- Briefing and course walk will take place prior to commencing.

CUT OUT

1. There will be one beast in the camp and competitor must show control.

COURSE

2. Time will be allowed for the beast to settle.
3. On the judge's signal the gate will be opened.
4. The competitor must attempt to control the beast through 3 obstacles.
5. One attempt at each obstacle is allowed.
6. Rider must ride the obstacles in order specified on the map.
7. Mounted stewards are in the arena to assist a rider who loses control of the beast.
8. **Judge will stop a rider in the case of any dangerous riding or harsh treatment of cattle.**
9. Time on course will be recorded.

STOCKHANDLING SCORING

Cut Out	20 points
Obstacle 1	20 points
Obstacle 2	20 points
Obstacle 3	20 points
Horsemanship	20 points
TOTAL	100 points

PENALTIES

- up to -10 points (at Judge's discretion) for mistreating cattle.

NOTE

- In case of equal top points, a count back will be on the fastest time on course.

CROSS COUNTRY OBSTACLE COURSE

- Competitors are NOT permitted to ride on the Cross Country Obstacle Course before or after the event.
- Course map will be available at Registration.
- Marshalling area is next to the start.
- There will be a mounted course walk. NB: Competitors are NOT permitted to attempt any jump or obstacle during the course walk.
- Obstacles will be in ascending numerical order.
- Riders will start the course at 2-minute intervals, following the course walk.

REQUIREMENTS & JUDGING CRITERIA

Stewards will be on course to assist competitors as directed by the Event Manager.

1. Competitors and horses MUST be capable of jumping at least 50cm confidently and safely.
2. No jumps will be higher than 65cms.
3. Competitors MUST wear an Equestrian Australia approved helmet when mounted.
4. Competitors MUST wear a protective vest (this may be borrowed).
5. Competitors must ride in the same saddle used for the entire competition.
6. A full length oilskin must be attached to the saddle and the competitor must carry a stockwhip.
7. All jumps will be numbered (blue) and flagged: red on the right and white on the left.
8. Any obstacles attempted out of order will not be scored.
9. Competitors will only be scored on the first attempt and if unsuccessful they must move on.
10. Competitors may ride around or decide not to attempt a jump (NIL points for that obstacle).
11. In the case of a fall, the rider will not be eliminated but when cleared to do so by officials must walk their horse, on foot, back to the finish line. Points will be awarded up to the fall.
12. Should it be necessary, judges may use a pink flag to stop a competitor on course. The Judge will record the 'down time' and this will be subtracted from the rider's total time on course.
13. If a competitor coming from behind wants to overtake the rider in front, that rider must move out of their way and the approaching rider must shout clearly "**rider coming through**".
14. An optimum time based on a metres per minute basis will be set for the course and advised on course map and at Thursday's Rider's Briefing.
15. Officials reserve the right to alter the optimum time depending on conditions on the day.
16. For safety reasons, dangerous or excessively fast riding will not be allowed during this event.
17. Competitors finishing more than 20 seconds under the optimum time will incur 5 penalties.
18. On completion of the course, riders must go to the cool-down area and unsaddle their horse.
19. The vet check will happen exactly 10 mins after completion of the course.
20. Competitors must remain in the cool-down area until completion of the vet check.

CROSS COUNTRY OBSTACLE COURSE SCORING

Obstacles	90 points
Vet	10 points
TOTAL	100 points

STRIPLINGS FINAL

Days Sunday

Pattern Station Horse

1. Riders will be given the pattern and judging criteria on Saturday evening after finalists are announced.
2. Riders start in reverse order of placing coming into final.
3. The Pattern is to be completed in a set time.
4. Competitors will be judged on presentation, overall impression, and execution of the pattern.
5. Two judges will score the pattern with an average score to be counted.