



The Pryde's EasiFeed Australian Performance Horse Challenge

RULES & REGULATIONS

www.nutrienequine.com.au

'ABRIDGED VERSION'

Nutrien
Equine

ENTRY FEE: \$440**1 GENERAL RULES**

- 1.1 A two-phase competition comprising Dry Work and Cattle Work.
The challenge will run over two full rounds with a final, with round 1 to be a pre advertised dry working pattern.
- 1.2 Riders must be at least 15 years of age on the first day of competition to compete.
- 1.3 The round 1 dry pattern and the final dry work pattern are standard patterns each year, allowing competitors to train for this event, with any adjustments made and advertised prior to the competition entries opening.
- 1.4 Round 2 of the challenge is an indoor working cow event, with a standard pattern for both the round and the final. All finalists will complete the dry work & immediately follow on and complete their cow work section in draw order allowing each competitor to complete both finals patterns in a finals event.
- 1.5 The horse's age shall be determined by their breed society registration papers or in the case of unregistered horses by the duly appointed committee representative eg. Veterinarian, Dentition. The horse's Birthday shall be the 1st August. Entry is open to any horse that remains five (5) years or younger at the time of the competition.
- 1.6 Horses must remain in the ownership of the entity that purchased the horse from a previous Nutrien Classic Sale. Change of ownership will disqualify horses from being eligible for the event.
- 1.7 Horses may be ridden by any nominated rider, with the same rider to compete in all rounds of the competition. Horses must be ridden by the same competitor in both the preliminary and final phases. In case of genuine injury or illness occurring after the commencement of an event the Committee reserves the right to allow a replacement rider. Should a change occur, that change is final.
- 1.8 Competitors must adhere to the draw unless the competitor is required to compete in the campdraft competition, which takes precedence. Horses must be ridden in the order of the competitor's draw.
Competitors can make a submission to change the draw prior to the event commencing to the committee, only in exceptional circumstances. The committee's decision is final.
- 1.9 Horses can be vetted out at any point during a competition. This is determined by the committee's representative/s.
- 1.10 It is the competitors' responsibility to have their information correct.
- 1.11 This event is to be ridden TWO HANDED. There will be no penalty for the use of one hand at a walk during herd work, cracking whip, or at entry or leaving arena.
The competitor may use one hand at speed in order to crack whip if required, to reset their hat or for safety reasons. There will be no other exception. Should a competitor ride one handed they will receive a "0" score for that manoeuvre plus a 20-point penalty. More than one manoeuvre performed one handed will incur a "0" for the entire pattern.
- 1.12 Full details of the competition including patterns will be available on the Nutrien Equine website prior to the opening of entries each year.
- 1.13 A position draw for the preliminary phases will be posted prior to the start of the competition
- 1.14 Competitors will be required to notify stewards if their campdraft draw clashes with challenge draw - campdraft takes precedence - rider is required to attend the challenge arena as soon as possible following Campdraft run - failure to do so may result in disqualification:
- 1.15 **PATTERNS**
 - Pattern available on Nutrien Equine Website prior to competition:
 - Pattern available on Nutrien Equine Website prior to competition Final:
- 1.16 The top scoring horses of the preliminary phases will go into the final which will be the same dry work pattern and cattle work pattern
- 1.17 The final will be progressive scoring from the previous phases.

- 1.18 The number of horses in the final will be determined by the committee.
- 1.19 All finalist competitors are required for presentations following the competition. Competitors who fail to attend presentation may forfeit prize money at the total discretion of the organizing committee.

2 REGULATIONS

- 2.1 The event is open to all horses purchased through the Nutrien Classic or Willinga Park – Breed for the Future sale and remains in the ownership of original purchaser.
- 2.2 Females & Males are eligible to compete in the competition
- 2.3 Competitors must be aged 15 years (on the 1st day of competition) to be eligible to compete.
- 2.4 Competitors to wear the following dress in all phases:
 - Wide brim hat – Hats to be worn in all phases and presentation
 - Protective skull caps are permitted in all phases and must be worn by competitors under the age of 18 years
 - Shirt – full collared long sleeved
 - Trousers - jeans or moleskins
 - A tie or neck scarf
 - No jodhpurs

3 EQUIPMENT

Equipment to be used during the competition includes

- 3.1 BRIDLE: Personal choice, single headstall bridle. One ear bridles and double headstall bridles are not to be used.
- 3.2 BIT: In all phases a snaffle bit is to be used.
This must be a free rolling, loose ring snaffle with a single join (two-piece bit) with a smooth mouth piece.
The bit must be no thinner than 3/8" (9.5mm) measured against the cheek. It may have a gradual taper to the centre but must be no thinner than 5/16" (8mm) measured 1" (25mm) from the cheek.
The ring may attach with a bar or through a hollow tube but must always be free rolling to prevent leverage. The ring must measure no more than 4" (100mm) in diameter. No twisted wire or rough surfaces allowed.
Loose ring bar bits are permitted.

All bits to be made available to stewards and judges for inspection before and or during the event.

- 3.3 REINS: Personal choice.
- 3.4 SADDLE: Australian type stock saddle with knee pads and no horn.
- 3.5 Competitors will not be penalised for the use of a back girth.
- 3.6 NOT ALLOWED: Tie-downs or martingales of any description, nosebands or any other artificial device are not to be used.
- 3.7 It is the responsibility of the competitor to ensure they have the correct gear and adhere to the rules and regulations.

4 DISQUALIFICATION

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

4.2 DISQUALIFICATION WILL APPLY IF:

- Horse bucks or becomes unmanageable
- Horse tail turns
- Dangerous riding occurs

- Fall of horse and or rider
- Handling beast in arena detrimental to the wellbeing of stock
- Crashing into beast and dangerous hocking of beast
- Purposely running beast into the fence
- Excessive aggression in continuing to pressure a beast causing stress
- Competitor disqualified in Phase 1 is eligible to ride in Phase 2
- Competitor disqualified in Phase 2 may retain Phase 1 score.
- 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.

4.3 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.

4.4 DEFINITION OF FALL OF RIDER

Rider is no longer astride the horse.

4.5 "0" SCORE FOR DRY WORK

- Fail to complete the pattern.
- Introduce new maneuvers to the pattern.
- Horse leaving the working area with all four feet. The working area shall be defined with markers and any horse obviously leaving the working area will be disqualified.
- Have two (2) major deviations to the pattern. The competitor may continue on and complete the pattern.
- Blatant disobedience, biting, bucking or rearing.
- Fall of horse and/or rider.

4.6 "0" SCORE FOR CATTLE WORK

- The beast showing any blood, lameness or distress or bailing up.
- Horse tail turns.
- Dangerous riding.
- Handling cattle in arena detrimental to the wellbeing of stock.
- Crashing into cattle and dangerous hocking of beast.
- Purposely running cattle into the fence.
- Unnecessary scattering of the mob.
- Excessive aggression in continuing to pressure a lost beast through the mob causing stress to the mob.
- Fall of horse and/or rider.

5 VIDEO

- 5.1 It is a recommendation that where-ever possible committee's video all runs over the duration of the event.
- 5.2 This video may be used at the judge's discretion or for use by the Disputes Committee, but only in relation to an individual's run.
- 5.3 A competitor or owner cannot request the review of another competitor's score.

5.4 PENALTIES

- 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. Are at the Judge's 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.

5.4.1 ½ POINT DEDUCTIONS:

- Not changing leads simultaneously
- Over or under spin 1/8 of a turn
- Speeding up through a lead change

5.4.2 1 POINT DEDUCTIONS:

- Incorrect lead/disunited each ¼ circle
- Break of gait
- Over or under spin ¼ of a turn
- Scotching or anticipating a stop
- Trotting more than 2 strides on a lead departure or roll back

5.4.3 2 POINT DEDUCTIONS:

- Performing a simple change where a flying change is prescribed or vice versa
- Lockup or refusal in roll back or spins
- Trotting over one quarter of a circle on lead departure
- Kicking up during a lead change

5.4.4 POINT DEDUCTIONS:

- Spurring or hitting in front of girth

5.4.5 PENALTIES AT JUDGES DISCRETION:

- Excessively slow canter resulting in a 4-beat gait
- Excessively fast gallop which appears to be detrimental to the horse's welfare and detracts from the smoothness of the pattern.

5.5 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 should be exactly the same as the speed and size of the left circles. The horse's gait should appear to be even and fluent, without heavy rider contact and obvious commands. Circles shall be ridden far enough from the arena wall that it does not affect the circles. The horse should be correctly bent and maintain its balance without falling in or drifting out.

5.6 LEAD CHANGES

- Simple Change: when rider changes leads by performing a downward transition before going to the opposite lead at the canter.

- 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.

5.7 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.

5.8 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.

5.9 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.

5.10 BACK-UP

The horse being caused to move in a reverse motion in a straight line for a required distance. The horse shall begin the back-up in a controlled and willing manner and shall continue to back-up without hesitation until directed to stop by the rider.

5.11 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.

5.12 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.

5.13 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.

5.14 APPEARANCE AND PRESENTATION

Both the horse, rider and equipment should be clean, neat and tidy and well presented.

6 AUSTRALIAN WORKING COW SECTION

The Aim of this section of the Challenge is to demonstrate the control of both the horse and the cow in an indoor arena, with a pattern that compliments the basic training needs of a young horse to be successful in a wider range of performance horse disciplines.

- 6.1 One beast to be supplied for each competitor, with either judge able to reject a beast, or reward a rerun where the beast is deemed to be unsuitable.
- 6.2 A rerun will be awarded at the judge's discretion, where the run was terminated due to no fault of the competitor. A competitor may choose to continue to work their beast after the whistle is blown, after which no additional rerun can be awarded.
- 6.3 The cow working section is scored out of a possible 100 points with five sections individually scored. Sections 1 – 5 will be scored out of a possible 20 points each.
- 6.4 Points will be awarded for maintaining control of the cow at all times, with position, pace and control plus overall eye appeal contributing to the points awarded for each section. Points will be deducted for loss of control of beast, excessive use of the arena fence.
Knocking down and/or hocking the beast during work or excessive use of the spur, will result in the run being terminated and a zero "0" score awarded.
- 6.6 In the event of a beast bleeding, a rerun may be awarded where the judge believes the blood was not caused by the competitor.
- 6.7 The judge can at their discretion terminate a run by sounding the whistle or bell at any time during the work, in the best interest of the livestock.
- 6.8 After acknowledging the judge/s, take the beast to the Southern short side of the arena, hold the beast on the short side of the arena, and perform a series of blocks, demonstrating control of the beast.
- 6.9 **SCORING** A score for this section is out of a possible 20 points with points deducted for loss of a beast (**recommended 5 points**), with credit given to control and degree of difficulty on the cow.
 - Upon completing section 1 take beast down either long side of arena and perform 180 degree turn at any point past marker "X" and before marker "B". Points will be deducted for not performing turns between these markers.
 - Where a beast is turned short of the "X" centre marker or past the "B" marker, the judge is again recommended to deduct 5 points for that section.
 - Where a beast deviates off course a competitor is allowed to bring the beast back to the fence and attempt the maneuver again. Judges should look to deduct 2 points in this situation.
 - Upon completing section 2 take beast down fence and perform 180 degree turn at any point past marker "X" and before marker "A". Again, points will be deducted for not performing turns between these markers.
 - Upon completing section 3 take beast and perform a circle to the left or right (in either direction). Competitor may complete up to two circles in either direction in order to maintain optimum control and position on the beast.
 - Credit points should be given for a neat flowing circle with tight position on a cow. "T-Boning" or dangerous riding will be heavily discounted or terminated as dangerous riding.
 - Upon completing section 4 take beast and perform a circle in the opposite direction. With points awarded for position and control of the beast throughout the circle
- 6.10 In summary this section of the Australian Performance Horse Challenge is designed to showcase the Australian Performance Horse, with a strong theme to work a beast in a similar fashion to that of the Campdraft Competition.

SCORING GUIDE		
DRY WORK	CATTLE WORK	
9 - 10	18 - 20	Excellent
7 - 8	14 - 16	Very Good
5 - 6	10 - 12	Satisfactory
3 - 4	6 - 8	Insufficient
1 - 2	2 - 4	Very Poor
0	0	Not Executed

7 CODE OF CONDUCT

- 7.1 Competitors entering this competition will compete in a sportsman like manner & shall abide by the abridged published rules of ASCA and the rules of the organising Committee.
- 7.2 Competitors shall compete in a manner of good sportsmanship showing respect to judges and fellow competitors.
- 7.3 Competitors shall not attempt to intimidate the judge in any manner.
- 7.4 Unsportsmanlike behaviour may result in may result in disqualification.
- 7.5 Riders and horses shall only compete in the classes they are eligible for.
- 7.6 Any breach of conduct is to be put in writing and submitted to ASCA for investigation and if necessary disciplinary action will be taken.
- 7.7 Any competitor, owner of person associated with an entry into the competition, will not approach a judge for the duration of the entire Nutrien Classic event. Any breach of this rule will result in thirteen-month suspension from the event for a 1st offence and a ten-year suspension for any additional offence.
- 7.8 Nutrien Equine reserves the right not to accept sale or competition entries from any owner whilst suspended from competing at the Nutrien Classic.
- 7.9 Any suspension from the Challenge will also apply to the campdraft competition.
- 7.10 The Committee has the power to disqualify any competitor on the grounds of non-punctuality and/or general misconduct.

8 DISPUTES

- 8.1 Any protest, dispute or appeal will be handled by the organizing committee. The decision of the committee will be final.
- 8.2 Appeals or protests must be lodged immediately at the conclusion of the round or final in dispute.
- 8.3 A competitor or owner can only dispute the run relevant to their own horse.
- 8.4 Video reviews are available only to the Judges where a review is requested regarding disqualification of penalties relevant to a particular horses' run.
- 8.5 The committee reserves the sole right to adjudicate over any such protests.
- 8.6 Judges are not to be approached or engaged by any competitors or associates with any disputes, for the entire Nutrien Classic event.
- 8.7 All disputes must be lodged with the Nutrien Equine appointed competition marshal within 15 minutes of a round's competition score being published.

9 DRUGS AND ALCOHOL

- 9.1 Administration of a drug or drugs to any horse at this event is strictly prohibited unless under veterinary supervision
- 9.2 No alcoholic beverages may be consumed or brought into the competition arena
- 9.3 The committee has the right to prevent any obviously intoxicated person from entering the competition arena.

10 ANIMAL WELFARE

- 10.1 Animal Welfare Inhumane treatment or abuse of a horse in any manner in a competition arena or on the grounds is prohibited. Inhumane treatment includes:
- 10.2 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
- 10.3 Abuse includes excessive jerking, spurring, whipping or any other act intended to cause trauma or injury to a horse
- 10.4 Any act of abuse, or intent to abuse, a horse at this event which could also endanger the safety of other persons or animals will be dealt with by committee.
- 10.5 The judge will disqualify any competitor who displays unnecessary rough treatment of any horse or beast
- 10.6 Any person reported for treating any livestock in an unnecessarily rough manner will be investigated and may be referred to the committee for further disciplinary action
- 10.7 All horses must appear sound and in sufficient condition and fitness to perform the task required of them.
- 10.8 Horses failing to meet the judge's approval will be disqualified.

11 CATTLE

- 11.1 Cattle will be selected by the committee for handling and tractability
- 11.2 Cattle will be inspected prior to the competition
- 11.3 Each finalist will receive a fresh beast
- 11.4 The beast will be replaced if necessary, at the discretion of the Judges.
- 11.5 Judges will be familiar with the Dry Work & Cattle Work sections and the aims and expectations of the organising committee, as well as be familiar the Australian Stockman's Challenge Association rules & regulations and judge accordingly. Please note:
- 11.6 The Committee reserves the right to alter the advertised program at any time
- 11.7 Horses can be vetted out at any point during the competition
- 11.8 This event is to be ridden two (2) handed
- 11.9 All competitors will be scored in all phases
- 11.10 The arena will be dragged at regular intervals if deemed necessary
- 11.11 Competitors are encouraged to be familiar with the Dry Work & Cattle Work sections of the Australian Stockman's Challenge Association rules & regulations when preparing for this competition
- 11.12 Competitors must ride to the Judge's signal at all times.

AUSTRALIAN WORKING COW SECTION

AIM

The Aim of this section of the Challenge is to demonstrate the control of both the horse & the cow in an indoor arena, with a pattern that compliments the basic training needs of a young horse to be successful in a wider range of performance horse disciplines.

GENERAL RULES

One beast to be supplied for each competitor, with either judge able to reject a beast, or reward a rerun where the beast is deemed to be unsuitable.

A rerun will be awarded at the judge's discretion, where the run was terminated due to no fault of the competitor. A competitor may choose to continue to work their beast after the whistle is blown, after which no additional rerun can be awarded.

The cow working section is scored out of a possible 100 points with five sections individually scored. Sections 1 - 5 out of a possible 20 points each.

Points will be awarded for maintaining control of the cow at all times, with position, pace and control plus overall eye appeal contributing to the points awarded for each section. Points will be deducted for loss of control of beast, excessive use of the arena fence.

Knocking down the beast during work or excessive use of the spur, will result in the run being terminated.

In the event of a beast bleeding, a rerun may be awarded where the judge believes the blood was not caused by the competitor.

The judge can at their discretion terminate a run by sounding the whistle or bell at any time during the work, in the best interest of the livestock.

GENERAL RULES

One beast to be supplied for each competitor, with either judge able to reject a beast, or reward a rerun where the beast is deemed to be unsuitable.

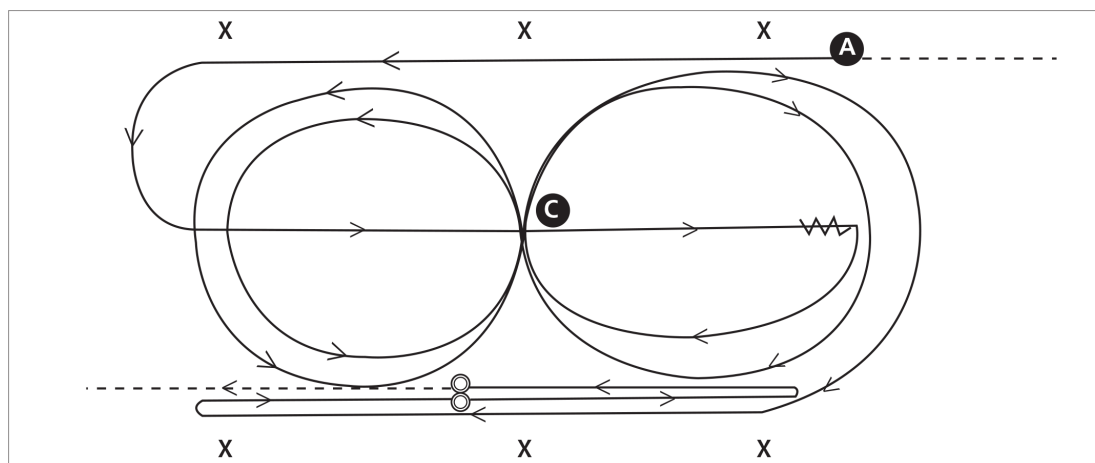
A rerun will be awarded at the judge's discretion, where the run was terminated due to no fault of the competitor. A competitor may choose to continue to work their beast after the whistle is blown, after which no additional rerun can be awarded.



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ROUND 1. DRY WORKING PATTERN

Competitor: _____ Horse: _____



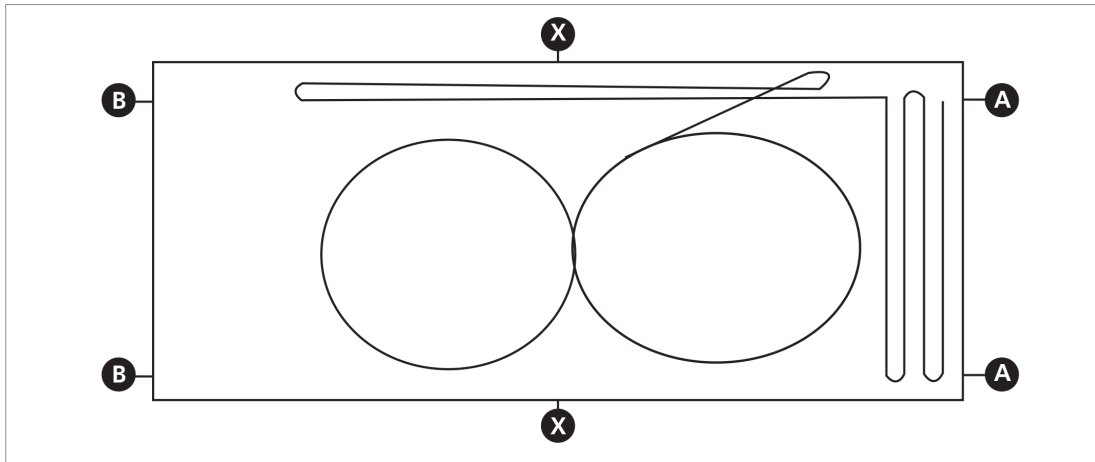
SECTION	REQUIREMENTS	SCORE
1.	Enter arena at walk, at A strike left canter lead. Canter straight line, track left and run down past end marker.	/ 10
2.	Stop settle, rein back 6 metres.	/ 10
3.	Strike right canter lead, continue at slow canter to centre of arena; large fast circle right. Flying change at C.	/ 10
4.	Canter slow small circle to left, gallop large fast circle to left.	/ 10
5.	At C flying change, track right around working area; run down past end marker.	/ 10
6.	Stop and without hesitation do an 180 degree turn to the right.	/ 10
7.	Run down past end marker, stop and without hesitation do an 180 degree turn to the left.	/ 10
8.	Run down past centre marker, stop, settle.	/ 10
9.	Do 2 X 360 degree spins to the right, stop, Do 2 X 360 degree spins to the left, stop,	/ 10
10.	Presentation and overall impression.	/ 10
TOTAL SCORE		/ 100



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AUSTRALIAN WORKING COW SECTION PATTERN

Competitor: _____ Horse: _____



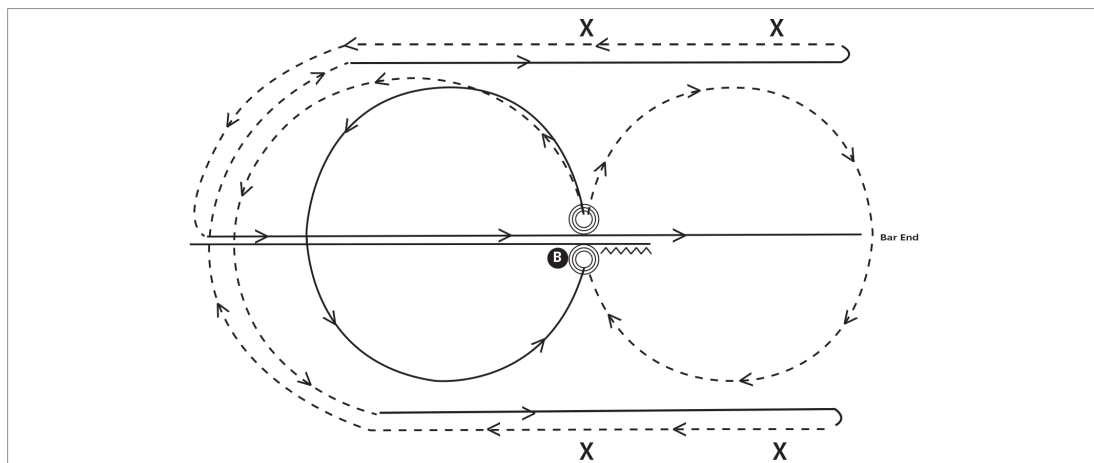
SECTION	REQUIREMENTS	SCORE
1.	After acknowledging judge, take beast to Southern short side of arena & perform a series of blocks, demonstrating control of the beast. A score for this section is out of a possible 20 points with points deducted for loss of a beast (recommended 5 points), with credit given to control and degree of difficulty on the cow.	/ 20
2.	Upon completing section 1, take beast down either long side of arena and perform 180 degree turn at any point past marker "X" and before marker "B". Points will be deducted for not performing turns between these markers. Where a beast is turned short of the "X" centre marker or past the "B" marker, the judge is again recommended to deduct 5 points for that section. Where a beast deviates off course a competitor is allowed to bring the beast back to the fence and attempt the maneuver again. Judges should look to deduct 2 points in this situation.	/ 20
3.	Upon completing section 2, take beast down fence and perform 180 degree turn at any point past marker "X" and before marker "A". Again, points will be deducted for not performing turns between these markers.	/ 20
4.	Upon completing section 3, take beast and perform a circle to the left or right (in either direction). Competitor may complete up to two circles in either direction in order to maintain optimum control and position on the beast. Credit points should be given for a neat flowing circle with tight position on a cow. "T-Boning" or dangerous riding will be heavily discounted or terminated as dangerous riding.	/ 20
5.	Upon completing section 4, take beast and perform a circle in the opposite direction. With points awarded for position and control of the beast throughout the circle. In summary, this section of the Australian Performance Horse Challenge is designed to showcase the Australian Performance Horse, with a strong theme to work a beast in a similar fashion to that of the Campdraft Competition.	/ 20
TOTAL SCORE		/ 100



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FINAL DRY WORKING PATTERN

Competitor: _____ Horse: _____



SECTION	REQUIREMENTS	SCORE
1.	Run down past centre marker, stop and back up to centre. Settle.	/ 10
2.	Perform 3 x 360 degree spin to the right, stop.	/ 10
3.	Perform 3 ¼ x 360 degree spin to the left, stop.	/ 10
4.	Strike right canter lead; and slow canter a circle to the right. At B flying change track left.	/ 10
5.	Run a circle to the left back to B.	/ 10
6.	At B continue with a slow canter to the left around and of working area.	/ 10
7.	Run down past end marker and stop; then without hesitation do a 180 degree turn to the right.	/ 10
8.	Continue at slow canter around end of working area. Run down past end marker and stop. Then without hesitation do a 180 degree turn to the left.	/ 10
9.	Slow canter to end of working area. Run down past end marker and stop.	/ 10
10.	Presentation and overall impression.	/ 10
TOTAL SCORE		/ 100



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