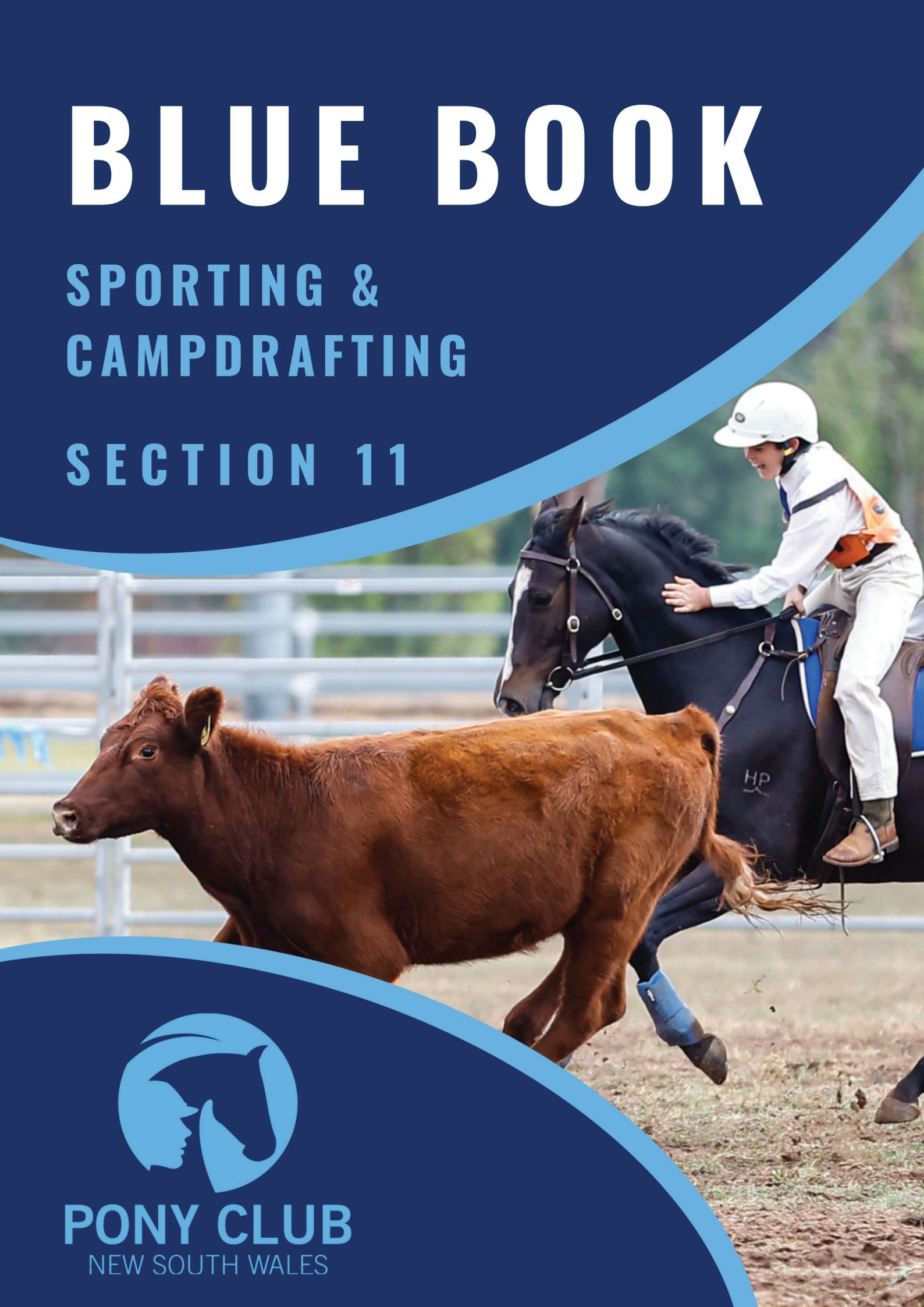
BLUE BOOK

SPORTING & CAMPDRAFTING

SECTION 11



PONY CLUB
NEW SOUTH WALES

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PONY CLUB ASSOCIATION OF N.S.W. CAMPDRAFTING

I. GENERAL RULES

Refer to event schedule for Championship requirements.

At the Organising Committee's discretion, each competitor may ride two horses and each horse may only be ridden by one rider throughout the fixture (i.e. State competition) for Campdrafting. Each horse must be the property of the competitor or a member of the Club to which the competitor belongs for a period of at least one month prior and one month after the competition. Such proof to be supplied if requested. A breach of this rule may be penalised by disqualification for up to TWELVE MONTHS. The Organising Committee will use their discretion when outlining the rules for entry of two horses and the awarding of Championship awards.

2. STANDARD OF ENTRY

Campdrafting: Suitable performance of mount/rider combination. A minimum performance of an outside score in two (2) events will be required.

ELIGIBILITY — refer section 4.

3. PERFORMANCE CARDS

Performance cards or photocopies thereof May be requested by ZCI for verification of results.

[Performance cards are available from the association office. These are required to be taken to all competitions for particulars of placings to be endorsed thereon and signed by a judge or official.]

4. CAMPDRAFTING CHAMPIONSHIPS RULES

Campdrafting events are conducted under the following rules:

a) The Pony Club Association of N.S.W.

b) The Australian Bushman's Carnival Rules (latest edition).

In the event of a conflict of rules, those of the Pony Club Association of N.S.W. shall be followed.
NOTE: Children under 9 years of age are not permitted to draft.

STATE CHAMPIONSHIPS

5. AGE GROUPS

- 9 & under 13 years
- 13 & under 15 years
- 15 & under 17 years
- 17 & under 25

6. AWARDS

a) To tenth place in each age group.

b) Zone Team: Championship Award

c) Interstate Team: Championship Award

d) Best Presented and Teamwork Perpetual Zone Trophy

7. SCORING

a) For championship scoring — where applicable a point scoring system is used. Point score system is determined on the basis of 10 points for 1st placing down to 1 point for 10th placing for each event in the respective age groupings. In the event of divided places, these points will be awarded in a similar fashion to the division of money under the normal competition conditions.

b) The final championship scores will be published for a minimum of 15 minutes prior to the award being made for THAT PARTICULAR CHAMPIONSHIP. The time of final publication of each score sheet will appear on the bottom of the score sheet. For championships the chief scorer is appointed by the executive committee.

NOTE — At State Campdrafting Championships riders who do not obtain an outside score in the first round shall not be placed ahead of those who do. This note does not apply to a two-round competition.

A re-draw for finalists will be done at State Campdrafting Championships. In the event of there being outside scores and camp scores, the outside scores will be drawn separately and will go first.

8. CHAMPIONSHIP

INDIVIDUAL

First Placings

In the event of equality for first placings, a count back will be conducted as under:

i) Total cut-outs

ii) Total horse work

iii) Total course

If equality still exists at the end of this count back a further run-off will take place.

Minor Placings

Count back system will apply from this point to determine further placings, as under:

i) Cut out

ii) Horse work

iii) Course

ZONE AND INTERSTATE TEAMS

Teams are to be selected on performances at the championship and to comprise a maximum of 4 competitors and a minimum of 3 competitors. All scores to count. (See definition of 'scores' on the below).

Teams

In the event of equality for individual placings in teams, a count back is conducted as under:

i) Total scores

ii) Total cut-outs

iii) Total horse work

iv) Total course

Team Placings

If two or more teams tie, a count back on team sectional total will be affected as for minor placings.

Definition: In a Campdraft program where the term "POINTS" is used, it refers to the placing in the competition, i.e. 10 points for first placing down to 1 point for 10th placing. When the term "SCORE" is used it refers to the marks awarded by the judge. In the event of equality of points, determination will be made by the scores, as above.

9. GEAR AND UNIFORM

All saddlery, gear and uniform are to conform to association regulations. All competitors must wear full pony club uniform, i.e. long sleeved shirt (worn with sleeves down and buttoned up), tie, fawn, beige, white or oatmeal jodhpurs (the wearing of a coat is NOT permitted). Riding trousers may be worn when competing in sporting and campdrafting events at all levels. Riding trousers shall mean fawn, white, bone or oatmeal coloured trousers designed specifically for riding or labelled stockman cut, moleskin or similar appellation, the top of which shall be at the rider's waist and the length of which shall be such that when mounted the top of the rider's boot shall be covered. Riding trousers may not be worn with long boots. If a jumper is worn at State Championships it must be of knitted wool or wool blend, it shall have long sleeves or be a sleeveless pullover, with a V-neck and be of one plain colour.

For details of acceptable helmets, uniform and gear for use at Pony Club, see PCA National Gear Rules.

Roper or Dogger type boots are permitted to be worn with riding trousers for Sporting and Campdrafting.

Gloves are optional.

NOTE: Campdraft competitors may use Willoughby type spurs in which case the rowel must be at least as thick as a 20c coin at the outside edge.

No whip is permitted in campdrafting championships.

Horse must have free use of its head, no neck check, tie down, running rein, standing or running martingales etc. may be used.

See national Gear rules for recommendations regarding Ox-Bow stirrups

Please see PCA National Gear Rules for full details on uniform and the Bit Dictionary for full details on permitted gear.

10. SAFETY OFFICER

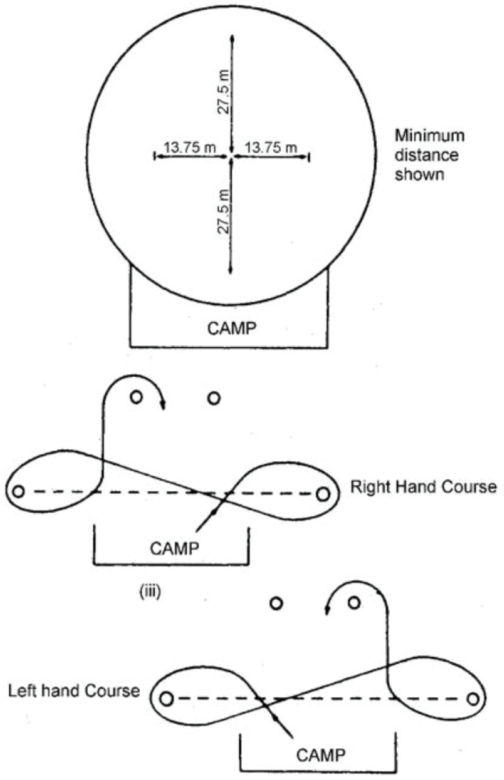
A Safety Officer must be appointed for all Championships for full details on the position please refer to Section 5.

11. TEAM MANAGERS

Team Managers are responsible for collection and return of back numbers. Team Managers are not permitted to accompany team members any further than the gear check point and are not permitted entry to the competition arena during championships.

12. OBJECT OF CAMPDRAFTING

The object is to select a beast in the camp, quietly draft it from the mob, bring it to the face of the camp, prove that you are able to hold it there, and when ready, proceed to drive and direct the beast around the course. The main objective is to control the beast as close to the course as possible. That is, direct to, and close to the poles.



13. JUDGING POINTS

Maximum points are: horse work 70 points; cut-out 26 points; course 4 points, to give a total of 100 points.

13.1 CUT-OUT

a) There shall be a maximum of 8 head and a minimum of 5 head of sound stock in the cut-out yard at any time.

There shall be no less that 2 head of cattle and no more than 5 head of cattle in any re-fill.

N.B. For the 10 and under 12 years age group there will be one beast in the yard as per NCAA rules. All other rules apply as in other age groups.

b) If sufficient stock is available, the yard should be cleared every 25 runs.

c) The judge may order the removal from the camp of unsound cattle or cattle that are interfering with competitors' cut-outs.

d) Competitor to select his own beast indicating his selection to the judge.

e) Once competitor starts to work beast he accepts him as sound.

f) Cut-out points will be held by the horse whether it scores outside or not.

g) Disputes over foul-ups at the cut-out gate will be settled by the judge.

h) In the event of a beast breaking out of the face of the camp or yard before the competitor wishes to start his run, he need not necessarily follow it, but must take the same beast when returned to the yard by the stewards. The judge has, however, the right to order another beast if he considers it has been unnecessarily knocked about through no fault of the competitor.

In the case of a rerun if one or more beasts break the camp the lowest cut-out score will be used.

To obtain a cut-out score, horse and beast must cross the line at the front of the camp.

i) Should a beast, after being selected by a competitor, jump out over the fence of the camp or break through a section of the camp fence, the beast will be termed not lost, but be returned to the camp. At the judge's discretion only can another beast be allotted to the competitor under the conditions as set out in the 2nd last sentence of Rule no. 11h.

j) The judge retains the right to order a fresh beast under exceptional circumstances

13.2 COURSE

a) The minimum time limit for the course shall be 40 seconds and the maximum 50 seconds.

b) The maximum points for the course will be 4 points. Points for the course shall be allocated as follows:

- 2 points for the first pole.
- 1 point for the second pole.
- 1 point for the gate.

c) The course shall be set as near as possible, as arena conditions permit, to the diagram. Minimum distance is 30m, maximum 50m, the gate should be set at a minimum width of 4m. The distance to the first pole may be reduced to 25m at the judge's discretion.

d) No fence shall be closer than 30m to any pole except for exceptionally small arenas when the judge should set his course to give maximum working room. If any pole is closer than 30m to the fence, the judge must state so in his address.

e) The course shall be either right or left hand at the discretion of the judge.

f) A missed pole must be completed before attempting the next pole.

g) In the event of a split pole it will be classed as a missed pole and a competitor be allowed a second chance at the pole and, if successful, will be allotted points for the pole.

h) If either - horse, rider or beast knocks a pole down while negotiating the course, the competition shall "go on" and no points for that pole or any subsequent pole will be allowed.

i) In the event of a split knocked down pole, the competitor must attempt to complete the pole and no points for that pole or any subsequent pole will be allowed.

j) Only one attempt at the gate after competitor completes the second pole and that attempt will be deemed to be over when beast is turned to face away from the gate. Failure to make a reasonable attempt at the gate will incur disqualification.

k) A horse that clips a beast when changing sides shall not be penalized, however, a horse that badly hits a beast over the hocks, or runs up the rump of the beast will be disqualified.

13.3 DISQUALIFICATIONS

a) Turning tail to beast. A tail turn is a turn executed by a horse in the opposite direction of the bullock's line.

b) Losing beast more than once. A loss will be to the back fence or into the cattle.

c) Losing control of beast out in the arena.

d) Running beast into arena fence.

e) Running beast around back or past gate before completing first and second pole.
f) Running beast outside of second pole before completing first pole.
g) Badly hocking beast or running up its rump.
h) Fall of horse or rider causing loss of control.
i) Ill-treating stock.
j) Refusing to compete on sound available stock.
k) Not being present on third call.
l) Unnecessary delay in the yard while selecting his beast.
m) Not completing any pole on second attempt.
n) Running beast through gate from the front, before going behind line of gate.
o) Running beast past gate on wrong side.
p) Failure to bend the beast and point it towards the gate after passing behind the gate.
q) Changing beast after being clear of the cattle in the camp.
r) Horse bucking or rearing out of control.

13.4 TERMINATION OF ROUND

The competitor shall cease to work a beast:

a) When the timekeeper's whistle has blown to terminate the round.
b) When the judge terminates the round by cracking his whip.

13.5 NO OUTSIDE ASSISTANCE PERMITTED

A steward is to be appointed at State Campdrafting Championships to monitor outside interference in the competition. NOTE: At State Championships, a false fence (or bunting) is to be erected 2 metres from the camp yard.

At State Campdraft Championships the Zone Manager, or one other person as nominated by the Zone Team Manager, be allowed to assist the rider with the selection of his or her beast (nominated persons must be advised at the Team Manager's meeting).

TEAM PENNING

14. TEAM PENNING RULES

30 head of cattle marked with coloured collars (or numbers) in sets of 3. (ie.3 red, 3 blue etc.) are at the "mob" end of the arena. Teams (3 riders) attempt to cut out the assigned cattle from the mob and gather them in the "pen" at the opposite end of the arena within a 2 minute time limit.

1. The judge calls the assigned collar colour (or number) as the NOSE of the first horse crosses the start/foul line
2. A run commences timing when the NOSE of the first of the three (3) horses crosses the start/foul line
3. Within a two (2) minute time limit, a team (3 riders) will attempt to cut from the mob and pen three (3) head of cattle with the assigned collar colour (or number). A warning bell is issued with thirty (30) seconds remaining on the run
4. A team may only call for time ONCE
5. To call for time, one (1) rider ONLY must come to a STOP and STAND in the gateway of the pen – with a minimum of the horse's nose to a maximum of a vertical line at the horse's chest in the pen gate, and raise his/her hand when all or some of the assigned cattle are penned. The remaining two (2) riders must be on the pen side of the start/foul line, and ALL non-penned cattle must be on the mob side of the start/foul line
6. A team may call for time with only one (1) or two (2) of the assigned cattle penned. This event is a live 2 runs event. Example: First run 2 head penned with a time of 1.58, Second run 2 head penned with a time of 1.47. The second run is the better of the two, see Example on next page
7. Time cannot be called until assigned cattle are in the pen and all other cattle are on the mob side of the start/foul line. If time is called before all "spare" (including assigned cattle not being penned) are on the pen side of the start/foul line a "no-time" will be recorded
8. No time will be awarded if incorrect assigned cattle are in the pen when time is called

Team Name	1st Run No: Head \ Time	2nd Run No: Head \ Time	Best Run	Place
	2 1.58	2 1.47	2 1.47	3rd
	3 1.50	2 1.50	3 1.50	1st
	2 1.45	1 1.48	2 1.45	2nd

9. Any more than five (5) head of cattle at any one time on the pen side of the start/foul line will incur a “no-time” being recorded for that run. A line person will be in place to monitor the start/foul line for too many across the line
10. NO person or horse is permitted to enter the pen at any time. All removal of cattle from the pen is to be done from outside the pen. This is a WHS ruling
12. A team must stop working cattle immediately when called a “no-time” by the judge or at the 2 minute bell.
13. Any team exhibiting unnecessary rough handling or rushing into or at the mob at excessive speed, may result in disqualification at the judges decision
14. Once the three (3) riders have entered the arena and the run has commenced – where a horse is deemed out of control by the judges decision – any rider that dismounts, horse falls, rider is thrown or falls - will result in that run being terminated without a time be recorded
15. No whips may be bought into the arena. No hitting of cattle with any object is allowed. Hazing cattle with hats, reins or rope will be cause for termination of that run. Slapping of hand or rein to own leg is permitted
16. At the judges discretion, a team may be awarded a re-run if one (1) or more head of cattle is deemed unsuitable (healthwise) or escapes the arena
17. Competitors will only be called three (3) times to be present for their run. If that team does not present at the “in-gate marshall area” by the third (3rd) call, that run may be made void at the judges decision
18. Cattle may not be shouldered or pushed by either horse or rider during the run. Abuse of cattle or horses will be the cause for immediate disqualification of the run without refund of entry fee
19. When the 3 whole beasts, of your given colour, are across the centre foul line, your team are committed to those cattle. The Judge will say “Committed”. If one or more of those beasts (whole beast) go over the centre foul line it cannot be reclaimed. That lost beast then becomes part of the existing mob, known as a “lost beast”.

Rules should be read in conjunction with Team Penning Australia Inc documents: Animal Welfare Policy Statement; WHS Rules and Code of Conduct.

Team Penning Australia Inc. endorses the Australian Horse Welfare Protocol
refer to **www.horsecouncil.org.au**

SPORTING

I. STANDARD OF ENTRY

Sporting: Suitable performance of mount/rider combination.

Competitors must record times in at least two (2) of the following four (4) events to qualify:

Flag Race:	Under 13s — 49 seconds
	All other ages — 44 seconds
Bending Race:	Under 13s – 14 seconds
	All other ages — 12 seconds
Barrel Race:	Under 13s – 23 seconds
	All other ages — 21 seconds
Bonfield Bounce Bend:	Under 13s – 37 seconds
	All other ages — 35 seconds.

ELIGIBILITY — refer section 4.

2. PERFORMANCE CARDS

Performance cards or photocopies thereof may be requested by ZCI for verification of results

[Performance cards are available from the association office. These are required to be taken to all competitions for particulars of placings to be endorsed thereon and signed by a judge or official. These are necessary to verify eligibility for acceptance of nominations.]

COMPETITION RULES

3. SPORTING CHAMPIONSHIPS

Flag, Bending and Barrel Races are conducted under the following rules:

i) The Pony Club Association of N.S.W.

ii) The Australian Bushman's Carnival Rules (latest edition).

In the event of a conflict of rules, those of the Pony Club Association of N.S.W. shall be followed.

4. EVENTS TO BE INCLUDED IN STATE CHAMPIONSHIPS:

- Flag Race
- Bending Race
- Barrel Race
- Bonfield Bounce Race

and any or all of the following events:

- Diamond Flag Race
- Ben-Bar-Aft Race
- Three Mug Race
- Cloverleaf Race
- Running Tee Race
- Sporting Figure of Eight Race
- Stock Horse Race

All riders, having completed their race must leave the area of play in a straight line from their starting box and not cut across other lanes even if the riders in those lanes have finished.

5. AGE GROUPS

- Under 11 years
- 11 under 13 years
- 13 under 15 years
- 15 & under 17 years
- 17 & under 25 years.

6. AWARDS

- To tenth placing in each individual event.
- One Championship award to the overall Champion in each age group.
- Zone Teams Championship — Championship Award only.
- Interstate Team Championships — one champion award only.
- Teamwork and Best Presented Zone Perpetual Zone Trophy.

7. SCORING

a) For Championship scoring — where applicable a point scoring system is used. Point score system is determined on the basis of 10 points for 1st placing down to 1 point for 10th placing for each event in the respective age groupings. In the event of divided places, these points will be awarded in a similar fashion to the division of money under the normal competition conditions.

b) The final championship scores will be published for a minimum of 15 minutes prior to the award being made for THAT PARTICULAR CHAMPIONSHIP. The time of final publication of each score sheet will appear on the bottom of the score sheet. For championships the chief scorer is appointed by the association executive committee.

c) At Sporting Championships when a competitor is eliminated or disqualified the penciller must note the competitor's number, time taken and write a brief description of the reason for the elimination or disqualification.

Individual Champions

In the event of a tie in points for individual champion a count back of major awards will be effected

i.e. 2 first placings coupled with 1 fourth placing (27 points) will take precedence over 3 second placings (27 points) awarded to a second competitor.

Zone and Interstate Team Individual Placings

If equality exists for an INDIVIDUAL PLACING in a team event, a count back will be effective, taken on the number of major places awarded to the competitor i.e. 2 first placings coupled with 1 fourth placing (27 points) will take precedence over 3 second placings (27 points) awarded to a second competitor. If a tie still exists a count back on major placings (to fifth place) will take effect from the events in the order listed above.

Zone and Interstate Team Placings

Teams are to be selected on performances at the championship and to comprise a maximum of 4 competitors and a minimum of 3 competitors. All scores to count.

If a tie in point scores exists, a count back is applicable on the major awards for each team. If a tie still exists, a count back of major placings (to fifth place) will take effect from the events in the order listed above.

8. GEAR AND UNIFORM

Refer Dress and Gear Regulations contained in section 7.

All saddlery, gear and uniform must to conform to the association's regulations. All competitors must wear full Pony Club uniform, i.e. long sleeved shirt (worn with sleeves down and buttoned up), tie, fawn, white or oatmeal jodhpurs (the wearing of a coat is NOT permitted). Riding trousers may be worn when competing in sporting and campdrafting events at all levels. Riding trousers shall mean fawn, whitw, bone or oatmeal coloured trousers designed specifically for riding or labelled stockman cut, moleskin or similar appellation, the top of which shall be at the rider's waist and the length of which shall be such that when mounted the top of the rider's boot shall be covered.

Riding trousers may not be worn with long boots. If a jumper is worn at State Championships it must be of knitted wool or wool blend, it shall have long sleeves or be a sleeveless pullover, with a V-neck and be of one plain colour.

For full details on approved equestrian helmets at Pony Club please refer National Gear Rules for full information on permitted gear.

Roper or Dogger type boots are permitted to be worn with riding trousers for Sporting and Campdrafting.

Gloves are optional.

Ox-bow stirrups are permitted on stock, stock type and western saddles. The tread surface should be suitably roughened.

Exception: Ox-bows of a triangular shape with a concave tread are not permitted.

If reins are knotted to shorten, the buckle at the hand held end must be undone.

Refer National Gear Rules relating to Gear Check area.

9. TEAM MANAGERS

Team Managers are responsible for collection and return back numbers. Team Managers are not permitted to accompany team members any further than the gear check point and are not permitted entry to the competition arena during championships.

10. FALL OF HORSE AND/OR RIDER

A fall of horse and/or rider incurs elimination from the event in which the fall occurred. Riders must be checked over by first aid officer before remounting. Riders and organisers should also be aware of Pony Clud Australia's Concussion Policy and adhere to this Policy at all times.

11. STARTING

Rules for the starting of Flag, Bending and Three Mug Race are standardised as follows:

Electronic Timing:

1. Start/finish line to be 6 metres from the "cask". The back line of the Starting Box to be 6 metres from the start/finish line.
2. The rider is given the signal to start by the Starter.
3. After the signal to start is given the rider proceeds to the Starting Box. The rider on entering the Starting Box must cease forward movement before starting.
4. One false start only is allowed i.e. breaking the beam before proper starting procedure has been observed.
5. The judge is only required to wait 30 seconds for the rider to enter the Box and start after the signal is given.

Manual Timing:

Same rules as for electronic timing, Horse are to be timed when the nose crosses the line.

12. RACES

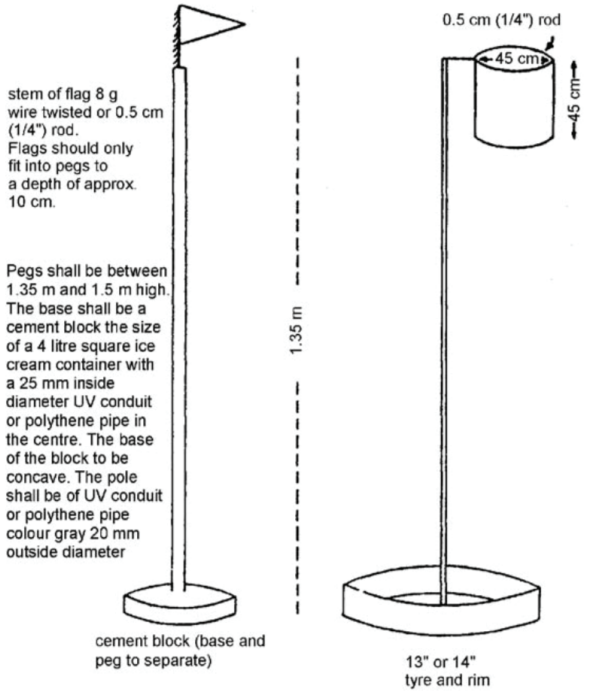
FLAG RACING

1. There will be a "cask" or some similar approved container and five poles to each line with a detachable flag on each pole. The cask must face the poles.
2. Distance between poles to be 6 metres and from "cask" to first pole to be 8 metres.
3. Spacing between lines of poles to be 12 metres and there is no limit to the lines of poles used.
4. There shall be a starting and finishing line 6 metres from the "cask", for manual or electronic timing, the crossing of which, prior to the finish of the race, will earn disqualification.
5. A "line of demarcation" will be drawn or shown 6 metres on each side of each line of pegs poles, and competitors must keep within these lines. The competitor is deemed to have crossed the demarcation line if one or more of the horse's hooves are placed on or over the line. Crossing these lines will mean disqualification. Disqualified horses must withdraw immediately. Should a competitor, while crossing a demarcation line, interfere in any degree with another line of pegs poles, competitor or horse, the heat, semi-final or final in which this infringement occurs will be stopped as speedily as possible and re-run, but the competitor causing the infringement will be automatically disqualified.
6. The "cask" to be a pole with a bag attached at the top to collect flags. Poles shall be between 135cm and 150cm high. The flag bag and cask that is not fixed and swivels on its base or pole may be placed in a position to face the starting position.
7. Each competitor must leave the poles on his/her right and take the furthest pole first, then the second furthest pole and continue in that sequence.
8. If the "cask" is knocked down by the competitor, he/she is to re-erect it before continuing.
9. Should the competitor fail to lodge any flag in the cask, he must dismount, pick up the flag, mount, and place the flag in the "cask" before continuing.
10. In the event of any flag being dropped or knocked down, the competitor must immediately dismount, pick up the flag, and continue in the correct sequence.
11. A competitor is considered to have crossed the "demarcation line" if one or more of the horse's feet are placed on or over the line.
12. A steward is required on each "demarcation line" to indicate disqualifications or infringements.
    a) At State Championships no horse may be held or accompanied to the starting line or outside assistance given. Penalty for breach of this rule is disqualification.
    b) All Clubs and Zones will be deemed to have adopted the above Rule 12(a) for the respective Club or Zone fixtures unless a Club or Zone at a properly convened Club or Zone Committee Meeting resolves to permit mounts of children under 13 or such lesser age the Club or Zone elects, to be held at or accompanied to the starting line and that in the event of a child under 13 or such lesser age as the Club or Zone Committee elects, dismounting to pick up a Flag or Cask, such child may be assisted to catch his or her mount and remount.
13. The start is to be left to the judge's discretion, but he need not wait any longer than 30 seconds for any horse.
14. There shall be a standing start, but a moving start may be allowed at the judge's discretion.

15. It is the option of the organizers to conduct the events as follows:
    a) In heats, semi-finals and finals, or
    b) Against the clock, or
    c) By taking the required number of fastest times to fill the placings, to be run off as the final, in a first past the post contest.
16. At State Sporting Championships Electronic Timing must be used on Barrel, Bondfield Bounce, Diamond Flag and Ben Bar Aft Events and are to be used where possible with back up hand held timers for Flag and Bending Races.
17. If the event is run off in heats: only horses placed first in heats may run off in semi-finals and/or finals. If there are insufficient first place getters in heats to fill all final placings, then horses placed second in heats run off against each other for any unfilled minor placings.
18. In heats or semi-finals, disqualified horses will take no further part in the event and should retire from the course without causing interference to other competitors.
19. Hitting the horse with the flag incurs disqualification.
20. Schooling on the course is not permitted.
21. No receptacle or standard may be driven into the ground.
22. Any recall for infringement or false start shall be by whistle or bell.
23. A broken pole is classified as a knock down.
24. The winner and place getters are declared when the riders have passed the finishing line, mounted on their horses and with all the flags in the “cask”, and have completed the course in accordance with these rules.
25. In the event of all competitors in the final being disqualified for infringement of the rules, the final must be re-run to determine a winner.
26. If on the re-run all the competitors are disqualified for infringement of the rules, the placings will be determined by the times taken in the qualifying round and only if competitors remain equal, a re-run of horses concerned is conducted.
27. If some of the finalists are eliminated in the final or it’s re-run (if any) leaving insufficient competitors to fill all the placings, the remaining minor placings will be determined by the times taken in the qualifying round.

NOTE: Refer illustration for suggested “pole” and “cask” construction details.

SUGGESTED EQUIPMENT FOR FLAG & BENDING RACING



Cement block in shape and size of a 4 litre ice cream container with a hole in centre for pole (Base and pole to be separate). Note at State Sporting Championships the flag bag base stand must be either a 13" or 14" tyre on a rim base.

BENDING RACE

1. There will be five poles.
2. The distance between the start line and the first pole will be 8 metres and between poles 6 metres.
3. Spacing between lines of poles will be 12 metres and there is no limit to the number of lines of poles used.
4. Poles shall be between 1.35 and 1.5 metres high. At State Championships the base shall be a cement block the size of a 4 litre square ice cream container with a 25mm inside diameter UV in the centre. The base of the block to be concave. The pole shall be of UV colour grey 20mm outside diameter.
5. Competitors must leave the first pole on their right.
6. Each competitor must keep to his/her own line of poles. Crossing over a demarcation line, placed 6 metres out from each line of poles, will incur disqualification. A steward is required on each "demarcation line" to indicate disqualifications or infringements.
7. The competitor is deemed to have crossed the demarcation line if one or more of the horse's feet is placed on or over this line.
8. Knocking down of any poles will mean disqualification.
9. a) At State Championships no horse may be held or accompanied to the starting line or outside assistance given. Penalty for breach of this rule is disqualification.
   b) All Clubs and Zones will be deemed to have adopted the above Rule 9(a) for the respective Club or Zone fixtures unless a Club or Zone at a properly convened Club or Zone Committee Meeting resolves to permit mounts of children under 13 or such lesser age the Club or Zone elects, to be held at or accompanied to the start of a Bending Race.
10. The start is to be left to the judge's discretion, but he need not wait any longer than 30 seconds for any horse.
11. A moving start may be allowed at the judge's discretion.

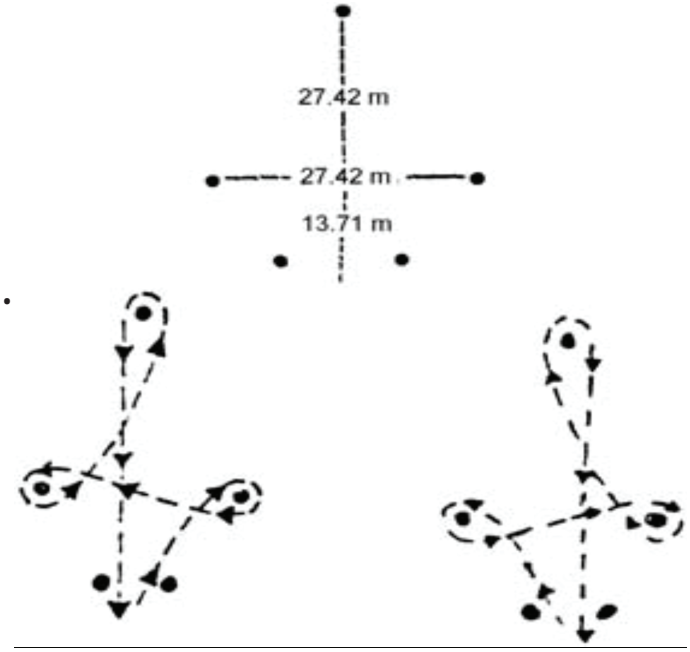
12. It is the option of the organizers to conduct the event as follows:
    a) In heats, semi-finals and finals, or
    b) Against the clock, or
    c) By taking the required number of fastest times to fill the placings, to be run off as the final, in a first past the post contest.
13. Poles should not be touched by the contestants' hands and if in the opinion of the judge a pole is deliberately prevented from falling by the use of the hand, such action can mean disqualification.
14. If the event is run off in heats: only horses placed first in heats may run off in semi-finals and/or finals. If there are insufficient first place getters in heats, to fill all final placings, then horses placed second in heats run off against each other for any unfilled minor placings.
15. In heats or semi-finals, disqualified horses will take no further part in the event and should retire from the course.
16. Schooling on the course is not permitted.
17. No pole or standard may be driven into the ground.
18. If at the judge's discretion, a false start is declared, riders will be recalled by whistle or bell.
19. A pole or poles broken in a bending race will be deemed a knocked down pole.
20. The winner and place getters are declared when the riders have passed the finishing line, mounted on their horses and with all poles in his/her line standing and the course has been completed in accordance with these rules.
21. In the event of all competitors in the final being disqualified for infringement of rules, the final must be re-run to determine a winner.
22. If some of the finalists are eliminated in the final heat, leaving insufficient competitors to fill all the placings, the remaining minor placings will be determined by their times taken in the qualifying round and only if competitors remain equal, a re-run of horses concerned is conducted.

BARREL RACE

1. Barrel distances are as shown on the sketch. The outside edge of the barrel will touch the measured spot in order that the horse will be required to travel only the measured distance.
2. Barrels are to be 44 gallon size drums, with tyres.
3. Riders may go to either right or left barrel first, but must make one left hand turn and two right turns, or one right turn and two left turns.
4. The starting and finishing line and the position of the barrels must be marked permanently for the entire fixture.
5. A 5 second penalty will be added for:
   - each barrel knocked over;
   - each barrel touched with hand.
6. A flying start is allowed.
7. Riders are in the hands of the judges once they say they are ready, but judges will not start riders until they advise they are ready.
8. Watches used to be in at least tenths of a second.
9. Horses are to be timed on the nose crossing the starting and finishing line.
10. In any championship there are to be at least 2 official timers

    — an official timer and a check timer. These timers are to remain the same throughout the championship, except in the case of sickness or injury.
11. Each horse may have only one start in the event.
12. In determining the first 5 placings, if any horses register equal times, the horses concerned will be re-run to determine their placings.

13. Horses registering equal times for placings for 6th to 10th place will be scored by equalizing the points.
14. Disqualification to result from:
    - Not following the prescribed barrel racing patterns.
    - Any horse which in the opinion of the judge is deemed to be unfit for the event, to be disqualified at the discretion of the judge or judges.
    - Excessive hitting of the horse with spurs, whips or any object whatsoever.



BARREL RACING — DUAL

Course measurements, identical to normal course, however both competitors will use common barrel as shown in illustration. Options are:

Start:

1. Flying start, time both horses through gates.
2. Flying start, horses started by signal (go!) at start line and individually timed through gate. Start line to be 9.15 m (30') prior to gate.

Course:

Either right or left hand — to be determined by:

1. Steward, starter, judge.
2. Toss of coin, choice of successful call.

Should the course be a left hand one; the left hand competitor of course takes the left hand barrel first; the right hand horse takes the CENTRE barrel first, (this barrel is common to both competitors) refer to illustration.

Should right hand competitor knock over barrel:

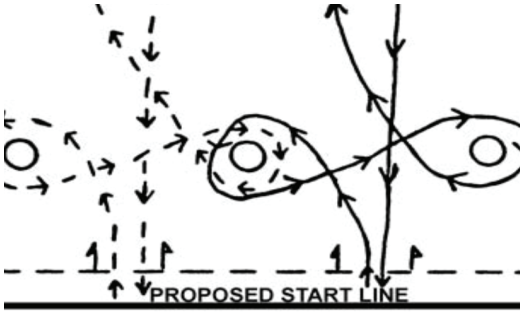
5. Left hand competitor is stopped immediately and given another run later; right hand competitor is allowed to continue, will be penalized for knocking over barrel in usual way.
6. Both competitors stopped immediately, left hand competitor given another run later.

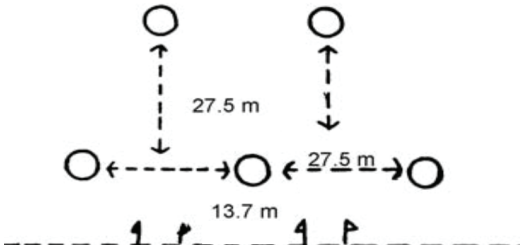
Right hand competitor disqualified.

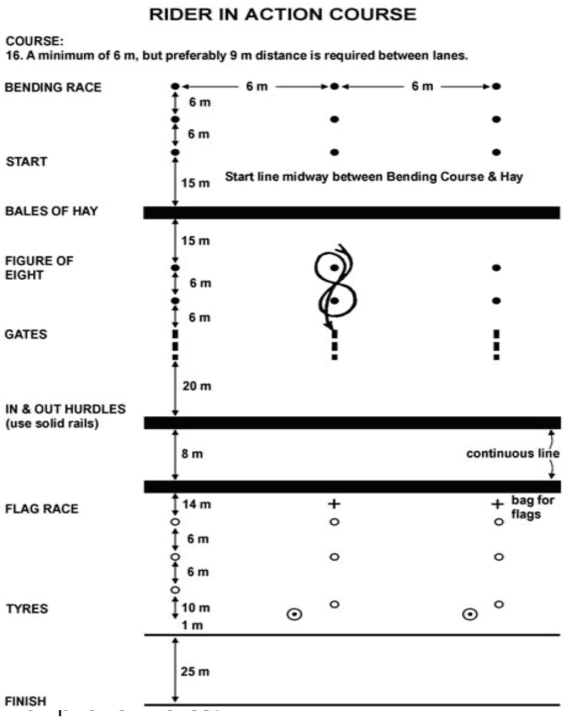
Finish: Both competitors timed at gate in normal way.

Other: All recognized rules will apply. Course is either left or right, but must be determined prior to

start. Dangerous riding will result in disqualification. Any inconvenienced competitor will be given further run.







RIDER IN ACTION

Note: These rules are for guidance only. Organizers [illegible] Rider in Action courses. The following is an example [illegible]

1. It is the option of the organizers to conduct this event as follows:
   a) In heats, semi-finals and finals, or
   b) Against the clock, or
   c) By taking the required number of fastest times to fill the placings, to be run off as the final, in a first past the post contest.
2. If the event is run off in heats: only horses placed first in heats may run off in semi-finals and/or finals. If there are insufficient first place getters in heats to fill all final placings, then horses placed second in heats run off against each other for any unfilled minor placings.
3. In the event of all competitors in the final being disqualified for infringement of rules, the final must be re-run to determine a winner.
4. If some of the finalists are eliminated in the final heat, leaving insufficient competitors to fill all the placings, the remaining minor placings will be determined by their times in the qualifying round.
5. A draw for lanes may take place.
6. The START: will take place midway between bending course and first line of hay.
7. BENDING RACE: 3 poles each 6m apart. The competitor is to leave the first pole on his/her right and the knocking down of a pole incurs disqualification.
8. HURDLE: Proceed over hurdle (built of baled hay) to figure of eight.
9. FIGURE OF EIGHT: Must be taken first pole on the right and ridden one and a half times (refer



10. GATES: Proceed to gates, which must be parallel to line of course. Rider to approach gate on his right with hinge closest to him, open gate, passes through same and closes gate. Wing at

least 6m wide to be attached to each side of gate.

11. IN AND OUT JUMP: Proceed over In and Out Jump (Use solid rails to build jump).
12. FLAG RACE: 3 flags 6m apart. The furthest flag to be taken first and to be continued in sequence. Flags to be placed in bag attached to flag pole. As in flag race rules, an infringement is to be immediately rectified. Failure to do this will incur disqualification. Bending and flag race standards must not be driven into the ground.
13. FINISH: Proceed to tyres (1 tyre per lane), dismount, both reins must be removed from over horse's head and be in a joined position and held across the palm of the hand. A tyre must be in contact with the ground before passing the second line and must be bowled to finishing line and not carried at any time. A line is marked 1 m after the line of tyres.

    The tyre must be in contact with the ground before the competitor passes this line. The finishing line is marked 25m from this last line (1 m from tyres).

    Finishing poles are placed midway between lanes. The lines of flag poles on the finish line.
14. Placings are determined as the rider's body, leading the horse, crosses the finishing line. Rider is preceded by the tyre over finishing line. The knocking of a jump does not incur disqualification.
15. Disqualification will be incurred:
    a) if when leading the horse, the rider fails to hold both reins across the palm of the hand.
    B) if a martingale is left engaged (with reins through rings) when the horse is being led.

RIDER IN ACTION (Alternative)

The course should be set as in diagram 2:

A, B and C being poles and flags 5.4m apart with 8.2m to drum D; 8.2m to pole E; 8.2m to pole F; 8.2m to small jump or cavaletti G; 10.8m to H (pole or tyre and bag); 8.2m to I; 16.4m to J, the finish line.

Competitors start mounted at D (with D on the right side or offside) and flag race A, B and C then bend A, B and C leaving D and E on the right figure of eight, E and F; leaving E on the right-hand and left-hand turn at F then leave F on the right; jump G; at H dismount and pick up bag with reins over the horse's head in normal leading position. Lead horse to I position place the bag in the tyre, place the reins over the horse's head and mount behind the tyre (the rider must be sitting in the saddle before continuing past the tyre) and continue over the finish line, both feet must be in the stirrups before crossing the finish line. Disqualification rules and disqualifications applying to flag, bending and figure of eight races will be applied to the particular sections. Knocking over the poles or cavaletti incurs disqualification but knocking over a drum so long as it is replaced does not incur elimination.

This event may be run under either of the following conditions: however the conditions to be used must be set out in the program.

In relay teams of three: Number 1 rider starts at D. Number 2 and 3 wait dismounted at J. No. 1 when he picks up the bag at H, leads to J, and gives the bag to No. 2 rider. No. 2 rider leads to H, drops bag, mounts and rides to D, commences the course and No. 3 rider repeats No. 2, but puts the bag into tyre at I, mounts and rides to finish at J.

The three riders wait at D, at go, the first rider starts and completes the flag course; the second rider then completes the bending course and the third rider then completes the rest of the rider in action course.

The head of the second horse must not pass D before the head of the first horse passes on the completion of his work and the same applies to the second and third horses.

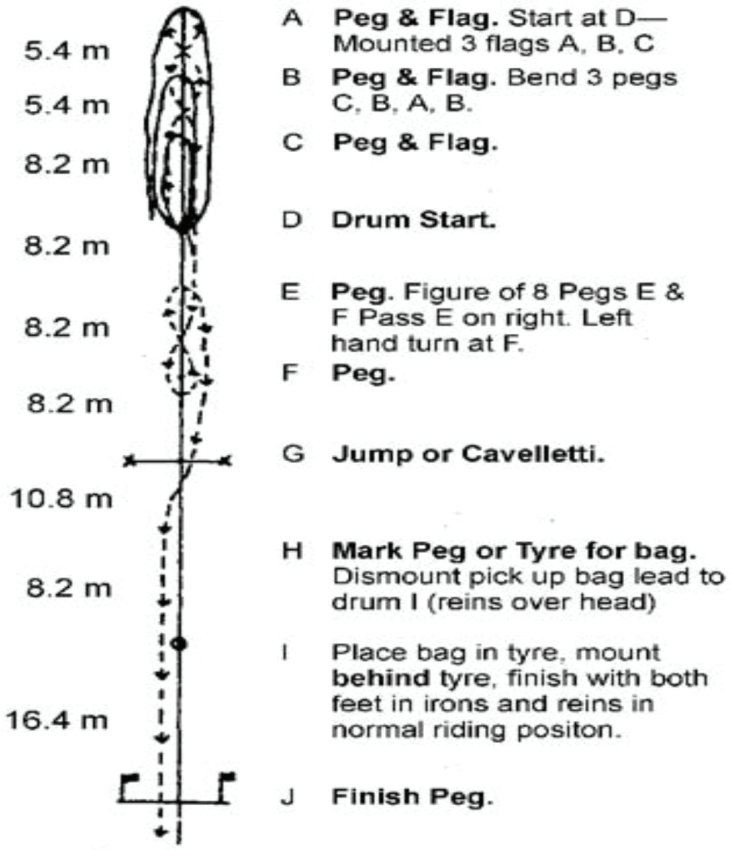
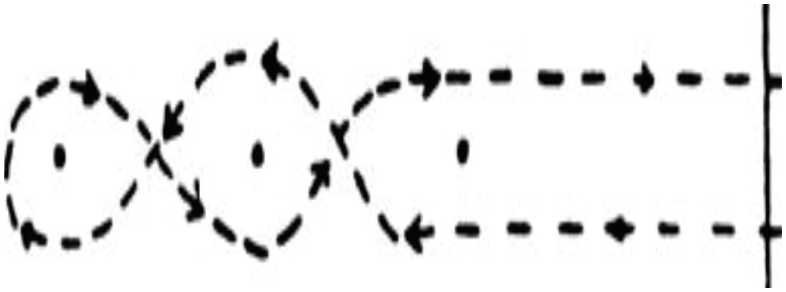


Diagram 2

FIGURE OF EIGHT

The rules for this event are the same as for the bending race, except that the 2 furthest poles are to be taken away and the contestant completes one "Figure of Eight".

This event may be run in heats or against the clock.



BONFIELD BOUNCE BEND

RULES:

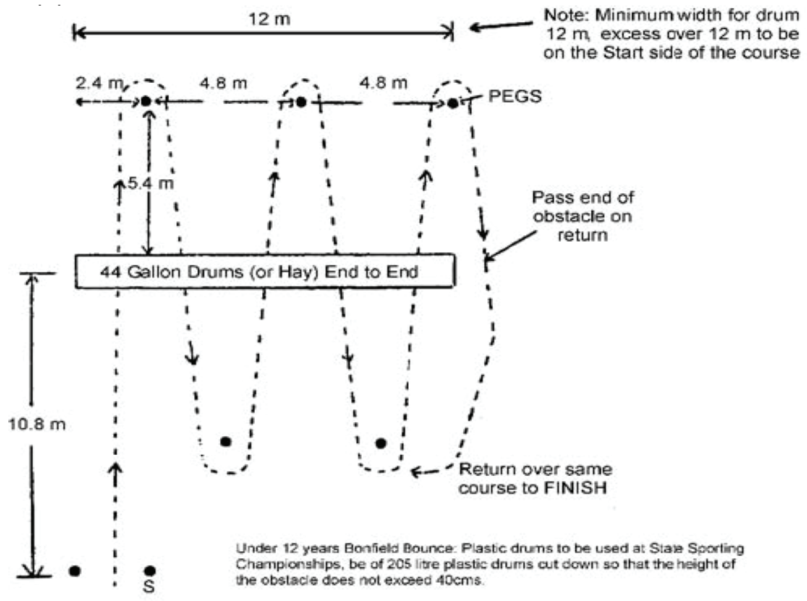
1. First 2 refusals — time faults only. Third refusal — elimination.
2. Error of course — elimination.
3. Poles knocked down or broken — elimination.
4. Holding a pole with a hand — elimination.

This event was designed to assist children learning to jump by teaching them to push their horse on, check for control and change direction after each jump. It should be noted:

a) There is no penalty for knocking a pole out of alignment

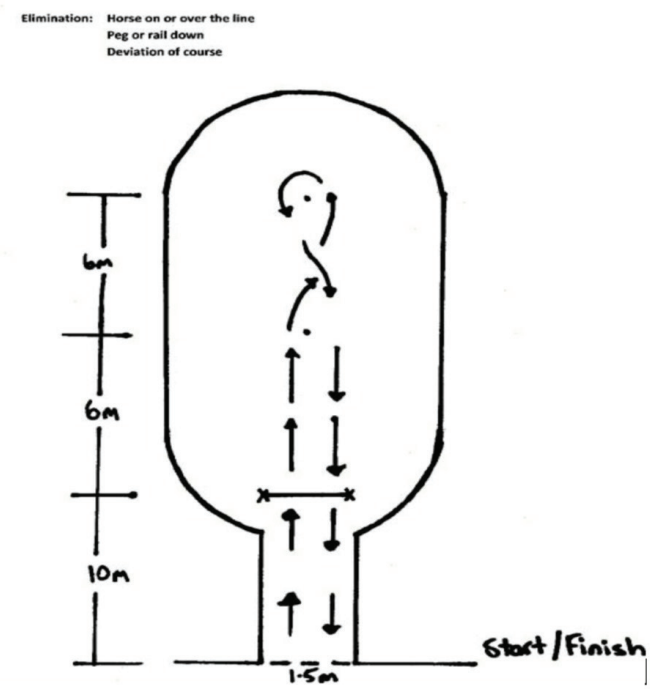
b) There is no penalty for knocking the drums or hay bales out of alignment.

These should be replaced as quickly as possible. Drums should be chocked with poles to stop any movement.



Juniors (Under 13 years) Bonfield Bounce: Plastic drums to be used at State Sporting Championships, be of 205 litre plastic drums cut down so that the height of the obstacle is no less than 30cms and not to exceed 40cms and Seniors (13 years and over) no less than 50cms and not to exceed 60cms.

KEYHOLE BOUNCE



BEN-BAR-AFT RACE

Course: 4 bending poles spaced at a maximum of 8.2m between each. Beyond the poles is a barrel and parallel to them are two diamond flag stands (i.e. a bucket filled with sand with a pennant type flag, standing on top of a 200 litre drum).



The standard for the Diamond Flag and the Bend Bar R Flag be 5mm rondo suspension wire (plaster company supplies part number 121), approximately 250mm long with identifying ribbon or flag.

The rider bends the poles (refer to diagram) turns right around the barrel, takes the flag from the first bucket and exchanges it for the flag in the second bucket (the flag must be left standing in the sand) and carries the flag across the finishing line.

This is a timed event. Competitors are eliminated who:

- Knock over a pole, the barrel or a bucket.
- Drop a flag.

Any deviation from the course i.e. step back or circling of the drum one or more times is penalized only by the time taken and will not incur elimination.

NOTE: At State Championships the following dimensions will apply:

- 8m between start and first pole.
- 6m between poles.
- 8m between last pole and drum

DIAMOND FLAG RACE

Course may be a left or right handed course.

There will be 3 flags each of a different colour. The standard for the Diamond Flag and the Bend Bar R Flag be 5mm rondo suspension wire (plaster company supplies part number 121), approximately 250mm long with identifying ribbon or flag.

Buckets on stands will be arranged as laid out in plan.

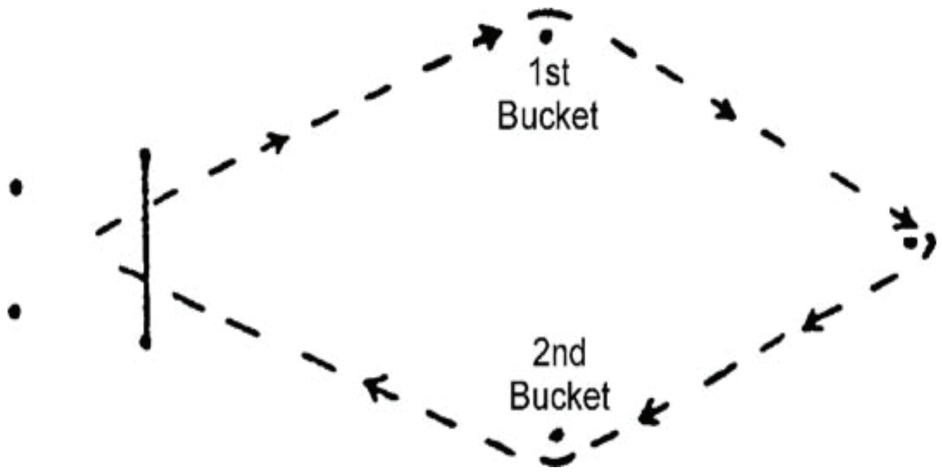
1 flag will be placed in each bucket, the rider may have a flying start carrying the third flag. He rides to the first bucket where he changes flags, then around the end pole to the second bucket and once again changes flags.

With his new flag in his hand he returns across the starting line. Failure to follow the course shown in the diagram will incur elimination. A knocked down bucket or barrel or end pole or dropped flag incurs disqualification. Flags must be placed in the sand in the bucket with the material end uppermost. Distances will be governed by the space available on the day. This is a timed event.

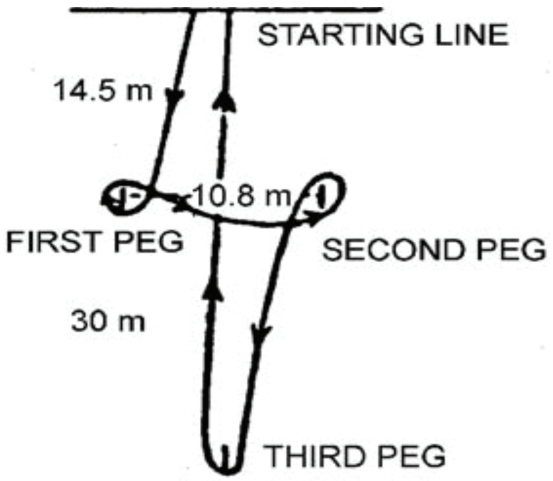
Any deviation from course i.e. step back or circling of the arena one or more times is penalized by the time taken and will not incur elimination.

NOTE: At State Championships the following dimensions will apply:

- 6m wide starting gate.
- 30m between start and end pole.
- 15m across centre between two middle drums.



STOCK HORSE RACE

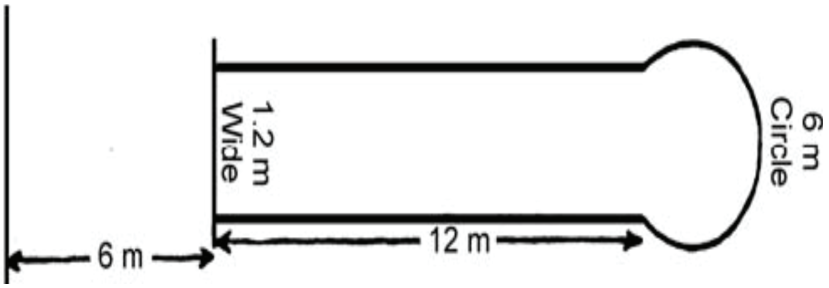


1. There will be a set course.
2. From starting line to first pole a distance of 14.5m.
3. Distance between first and second poles 10.8m.
4. Distance down field to third pole 30m (overall from starting line).
5. From starting line take a right-hand turn at first pole.
6. Left-hand turn at second pole.
7. Then down field taking a right-hand turn at third pole.
8. Then back between first and second pole across starting line.
9. Each horse is timed, which eliminates the running of heats.
10. The horse with the fastest time and all poles standing and the course completed correctly is the winner.
11. The distances may be varied according to space available.
12. It may be a flying start. Maximum 6m.
13. A pole or drum knocked over or taken in the wrong direction incurs elimination.

KEY HOLE RACE

1. A lane 12m long and 1.2m wide is marked with whiting, make a circle 6m in diameter on one end of the lane.
2. The starting line is at the end of the lane opposite the circle. Another line is made 6m before reaching the starting line. This is a timed event and time starts at the starting line entering the lane.
3. The rider must have his horse inside the back line and the horse must stop his forward motion before starting the race. He then has 6m to start the horse before time begins, at the entry of the lane. Competitor rides down the lane turning inside the circle and returning down the lane. Time starts and stops upon entering and leaving the lane. Rider will be disqualified if a horse steps on or over the line. If a horse steps back across the first line, an additional stop of his forward motion shall be required in the 6m zone. After the original crossing of the first line, 30 seconds will be allowed to enter the lane. Three judges will be used.

Note: The 6m line is to create a 6m zone and does not have to be drawn all of the way across the arena. The rider may enter the zone at any place.



TROT RACE

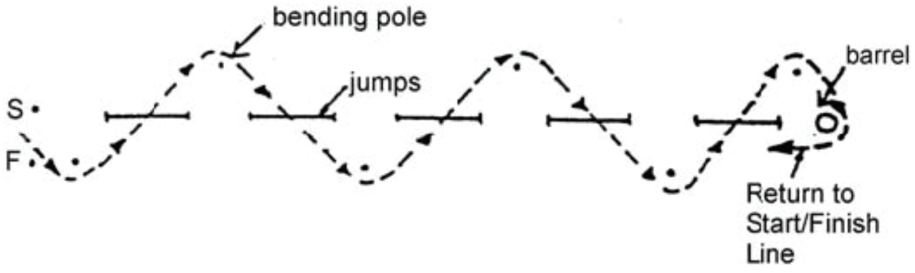
Heats to be run with appropriate numbers to be selected according to the size of the track. These heats are timed and riders placed accordingly. Judges will be at the start and finish of event, and also spread around the track to eliminate any competitor that breaks into a cantering stride. Those riders who are eliminated are to pull back without any interference to the other competitors. No whips are allowed.

THREE MUG RACE — INDIVIDUAL

1. There will be a line of four poles.
2. The distance between poles will be 6 metres and the distance between the start line and the first pole 8 metres.
3. Spacing between the lines of poles will be 12 metres.
4. There will be a demarcation line 6 metres out from the line of poles and a steward will supervise each demarcation line.
5. Crossing the demarcation line will incur disqualification. The competitor is deemed to have crossed the demarcation line if one or more of the horse's hooves are placed on or over the line.
6. Poles shall be between 1.35 and 1.5 metres high. At the State Championships, the base will be a cement block the size of a 4 litre ice cream container with a 25mm inside diameter UV in the centre. The base of the block is to be concrete. The pole will be of UV colour grey 20mm outside diameter.
7. Mugs will be placed on the three poles nearest to the starting line, i.e. poles 1, 2 and 3. At State Championships mugs must be enamel.
8. On the signal to start, the competitor will take the mug from pole number 3 and place it on pole number 4, then take the mug from pole number 2 and place it on pole number 3, and finally the mug from pole number 1 and place it on pole number 2 and proceed to cross the finish line.
9. If a rider knocks down a pole or drops a mug, he/she must immediately correct the error before continuing the race. Riders must be mounted when replacing mugs.
10. a. At State Championships no horse may be held or accompanied to the starting line or outside assistance given. Penalty for breach of this rule is disqualification.
    b. All Clubs and Zones will be deemed to have adopted the above Rule 10(a) for the respective Club or Zone fixtures unless a Club or Zone at a properly convened Club or Zone Committee Meeting resolves to permit mounts of children under 13 or such lesser age the Club or Zone elects to be held at or accompanied to the start of the race, and that in the event of a child under 13 or such lesser age as the Club or Zone Committee elects, dismounting to pick up a Mug or Pole, such a child may be assisted to catch his or her mount and remount.
11. Schooling on the course is not permitted.
12. If at the judge's discretion a false start is declared, competitors will be recalled by whistle or bell.
13. At State Championships all competitors will complete one timed run with the five fastest contesting the final. The first past the finish line will be the winner.
14. The winner and placegetters are declared when the riders have passed the finish line, mounted on their horses, with all poles and mugs in place and their course has been completed in accordance with the rules.
15. In the event of all competitors in the final being disqualified for infringement of rules, the final will be re-run to determine the winner.
16. If all competitors in the re-run of a final are disqualified for infringement of rules, there will not be a further re-run. Competitors will be placed according to their qualifying times for the final.
17. If some of the finalists are eliminated for infringement of rules in the final, the eliminated competitors will be placed according to their qualifying times for the final.

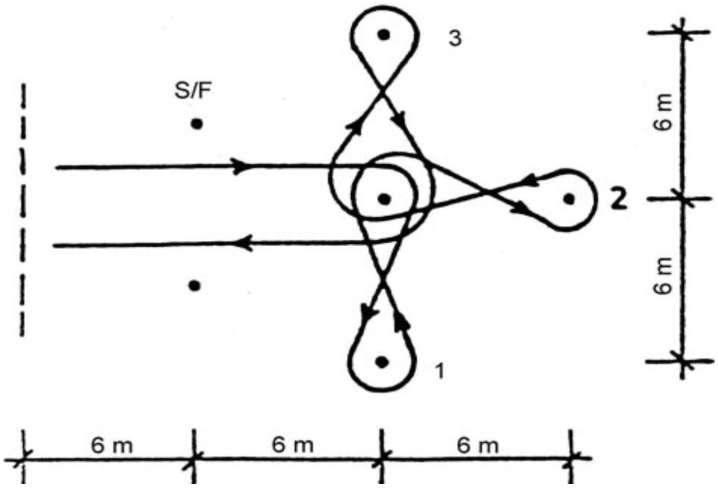
PONY TWIST

1. Course as shown on diagram. The start/finish line and positions of the hurdles, poles and barrel are to be marked permanently for the entire fixture.
2. Distances to be as follows:
   - Distance between jumps can vary depending on area available
   - Bending poles to be 5-6 m out from jumps.
3. Height of jumps to be determined by age, grade or ability: Jumps to be cavaletti, bloks or normal jumps with loose pole in cup.
4. This is a timed event. Horses are to be timed on the nose crossing the starting and finishing lines. A flying start is permitted.
5. Each horse to have only one start in the event.
6. Five second penalty will be added for:
   - each pole knocked down
   - each jump knocked down
   - end barrel knocked down
   - each pole or barrel touched by hand
7. Elimination to result from:
   - excessive hitting of the horse with spurs, whip or any object whatsoever
   - error of course not rectified



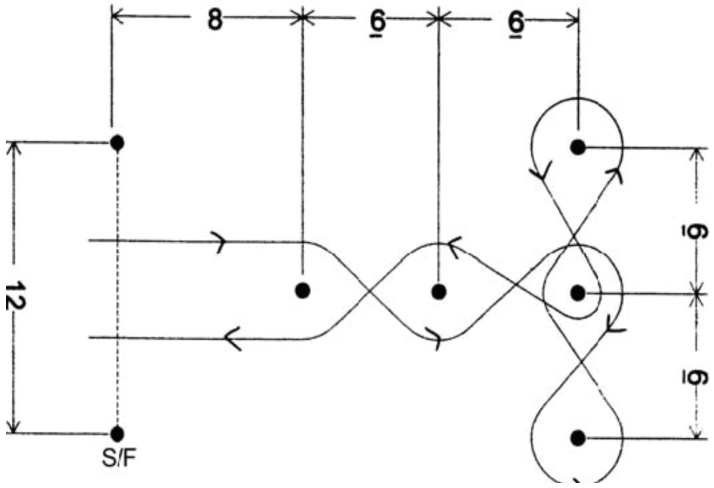
CLOVER LEAF OR SHAMROCK RACE

1. Course as shown on diagram.
2. Distances as shown on diagram.
3. Elimination to result from:
   - error of course not rectified
   - knocked down or broken pole



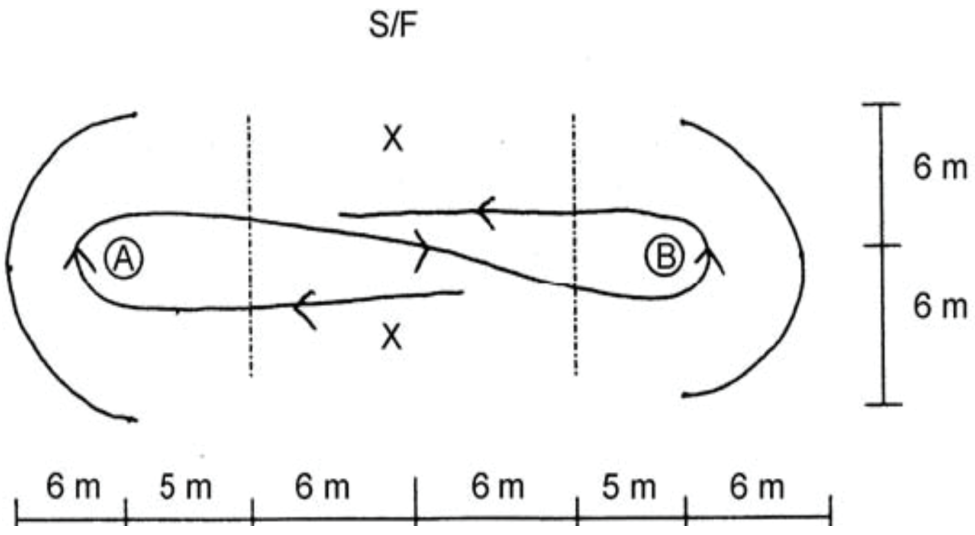
RUNNING TEE

1. Course as shown on diagram.
2. Distances as shown on diagram.
3. This is a timed event.
4. Elimination to result from:
   - error of course not rectified
   - knocked down or broken pole
   - touching a pole with the hand



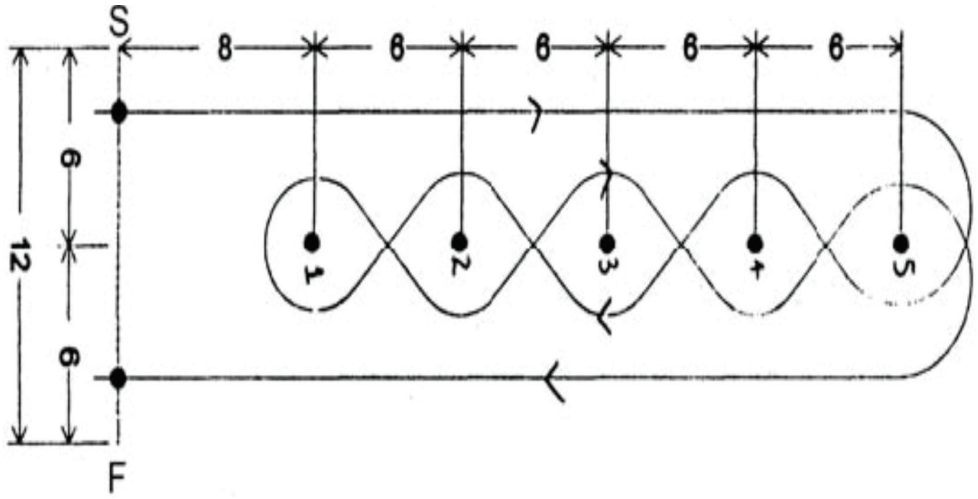
SPORTING FIGURE OF EIGHT

1. Starting at the middle ride 11 metres to a pole and turn around it with the pole on your right-hand side, then riding back through the start poles continue on to another pole 11 metres on the opposite end, turn around this pole with the pole on your left-hand side.
2. Course as shown on diagram.
3. Distances as shown on diagram. A semi-circle line to define boundary between poles marked A and B.
4. Start in either direction. Flying start from 6 metre line.
5. First turn MUST be right around pole (either A or B), back through starting poles, second turn MUST be left around remaining pole, back through finishing poles.
6. This is a timed event.
7. Elimination to result from:
   - knocked down or broken pole
   - not turning the first pole to the right
   - touching a pole with the hand
   - hoof on or over 6 metre demarcation line marked around poles A and B



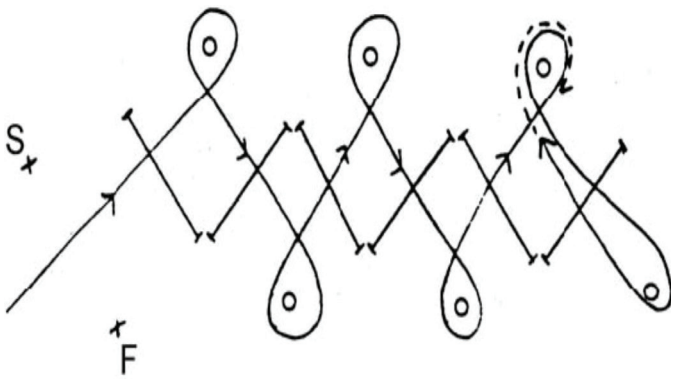
WESTERN POLE BEND

1. 5 bending poles are used. Ride through the start poles straight to pole number 5, rounding this on your right-hand side and proceed to bend back through the poles towards the start, rounding pole number 1 on your right-hand side. Bend back through the poles to pole number 5, round pole number 5 on your right-hand side and ride straight back through the finish poles.
2. Course as shown on diagram.
3. Distances as shown on diagram.
4. This event can either be a timed event or run in heats.
5. Competitors are eliminated who:
   - knock over a pole
   - deviate from the prescribed course
   - touch a pole with hand
   - if run in heats, treads on or over the demarcation line



ZIG ZAG CAVALETTIS

1. Proceed through the start and over the first jump, going around the first bending pole with the pole on your left, then over the next jump and around the next bending pole with the pole on your right then over the next jump and around the next bending pole and so on. After the last jump turn right around the turning pole and follow the same course back to the finish.
2. Course as shown on diagram.
3. Jumps to be cavaletti or bloks.
4. This is a timed event.
5. Elimination to result from:
   - error of course not rectified
   - knocked down or broken bending pole
   - rail or jump knocked down



HERRINGBONE JUMPING EVENT

1. Course as shown on diagram.
2. Distances to be as follows:
   - Start and finish 4 metre gate
   - 8 m between jump ends on centre line
   - 16 m between jump ends on outside lines
   - 9 m between centre of No. 1 jump and centre of start/finish line.
3. Height of jumps to be determined by age, grade or ability. Cavaletti, blocks or normal jumps may be used. Height not to exceed 70 cm.
4. This is a time, fault and out event.
5. This is run against the clock. A flying start is permitted.
6. The winner is determined by the fastest, clean jumping run.
7. Elimination to result from:
   - a jump or rail knocked down
   - error of course not rectified

Notes for Course Builders:

1. The angle of the jumps should be at least 45 degrees to the centre line.
2. There is no turning pole after jump number 7.
2. The jump ends should be of a substantial size to encourage the horse and rider to keep away from cutting in close to the centre line as they compete on the course.

