



ASCA
AFFILIATED

Canteen &
Bar operating
all weekend



4-7 April 2024 PROGRAM

BARASTOC ROOKIE CHALLENGE - \$5000

Restricted to riders who have never won a Classic, Derby, Novice or Open Challenge. Competitors who win a Rookie Challenge will remain eligible to compete in Rookie events for the remainder of that post score year as per Rule 17.3. Open to all horses.

Part of the NSW Rookie Challenge Series.

Nominations \$150

MACHENERGY CLASSIC CHALLENGE - \$5000

Restricted to horses that are under five years of age and no restriction to rider. Horses MUST have Proof of Age papers uploaded to their Campdraft Central profiles.

Nominations \$300

BENGALLA, TOPRAIL EQUINE & BRAZZEN DERBY CHALLENGE - \$4000

Restricted to horses that are five and six years of age. Classic horses not eligible. Horses MUST have Proof of Age papers uploaded to their Campdraft Central Profiles.

Nominations \$175

CARMYLE ENCOURAGEMENT CHALLENGE - \$1000

Restricted to riders and horses that have never won any single event involving cattle work regardless of affiliation or discipline of the event. One Encouragement win and the horse and rider are no longer eligible.

Nominations \$75

BENALLA STUD OPEN CHALLENGE - \$4000

Open to all horses and riders.

Nominations \$220

NAB NOVICE CHALLENGE - \$2000

Restricted to riders who have never won a Classic or Open Challenge. Competitors are no longer eligible after winning 3 Novice Challenges. Open to all horses.

Run in conjunction with the Open Challenge. Combined entry fee for both is \$300.

Nominations \$100

SCONE EQUINE GROUP JUVENILE CHALLENGE - \$500

Restricted to riders 13-17 years of age. Open to all horses.

Nominations \$50

MARSH CARNEY JUNIOR CHALLENGE - \$250

Restricted to riders under 12 years and under. Open to all horses. Junior Challenge will be conducted in the undercover arena with both wet and dry work sections.

Nominations \$30

KPH SNAFFLEBIT CUTTING - \$3000

2 head, 2 minutes. Open to all horses and riders. Limit 2 runs per competitor.

Nominations \$150

CAMPING & STABLING TO BE BOOKED THROUGH NOMINATE

<https://www.nominate.com.au/Stables/VenueIntroduction.aspx?vid=436>

FINALIST SHIRTS KINDLY SPONSORED BY CIRCLE L AND CARRIGAN'S TRANSPORT

LIVESTREAM WILL OPERATE FOR THE DURATION OF THE EVENT

NOMINATIONS VIA CAMPDRAFT CENTRAL – OPEN 18TH MARCH 2024 at 10am

All Challenges are run under Australian Stockman's Challenge Association (ASCA) rules and regulations. It is mandatory that all competitors are current financial members of ASCA.

NO ASCA MEMBERSHIP - NO RIDE.

Riders under 18 years of age must wear helmets whilst mounted on a horse in and around the Showgrounds. Helmets must comply with current safety standards and must be securely fastened under the chin at all times.

Payment MUST be received by 26th March 2024 - **NO MONEY - NO NOMINATION**

President: Adam Campbell 0456927947

Secretary: Sally Stevenson 0428411401

BARASTOC
horses come first



MACHEnergy

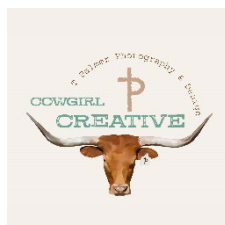
TERMS & CONDITIONS

- **SCRATCHINGS:** All scratching's received before 9am Wednesday 27th March 2024 will be fully refunded. Scratching's received after that time and date will only be refunded at the committee's discretion.
- Camping space and power is limited. Please be considerate of others when staking out your camp.
- All horses are allowed no more than one first round start per event.
- Prize monies will be paid in accordance with ASCA rules and guidelines. No prize monies will be paid out on the weekend. All prize monies paid out through Campdraft Central, please ensure your correct bank account details are entered.
- The Committee reserves the right to alter, change or delete any event at any time.
- Any competitor that wishes to lodge a complaint at an affiliated Campdraft must lodge the said complaint in writing with the Secretary of the host committee within one (1) hour of the incident taking place. A fee of \$50 must be lodged with the complaint. If the complaint is dismissed by the committee, the \$50 is forfeited.
- Competitors must adhere to the draw. Horses must be ridden in the order of the draw. Competitors can make a submission to change the draw prior to the event commencing at the Secretary Office (not Announcer's Box). No changes will be accepted after the start of the event. The committee's decision is final.
- ALL stallions must be contained as per NCCA rule 11.12
- Neither the organising committee, Upper Hunter Shire Council nor ASCA accept any liability for any accident, damage, loss or illness to horses, riders, beast or any other person or property whatsoever.

CURRENT ASCA RULES ARE AVAILABLE AT: <http://www.australianstockmanschallenge.com.au/>
FOR FURTHER INFORMATION REGARDING ASCA, CONTACT SECRETARY ROBYN DRAKE 0413470170



regional &
agribusiness

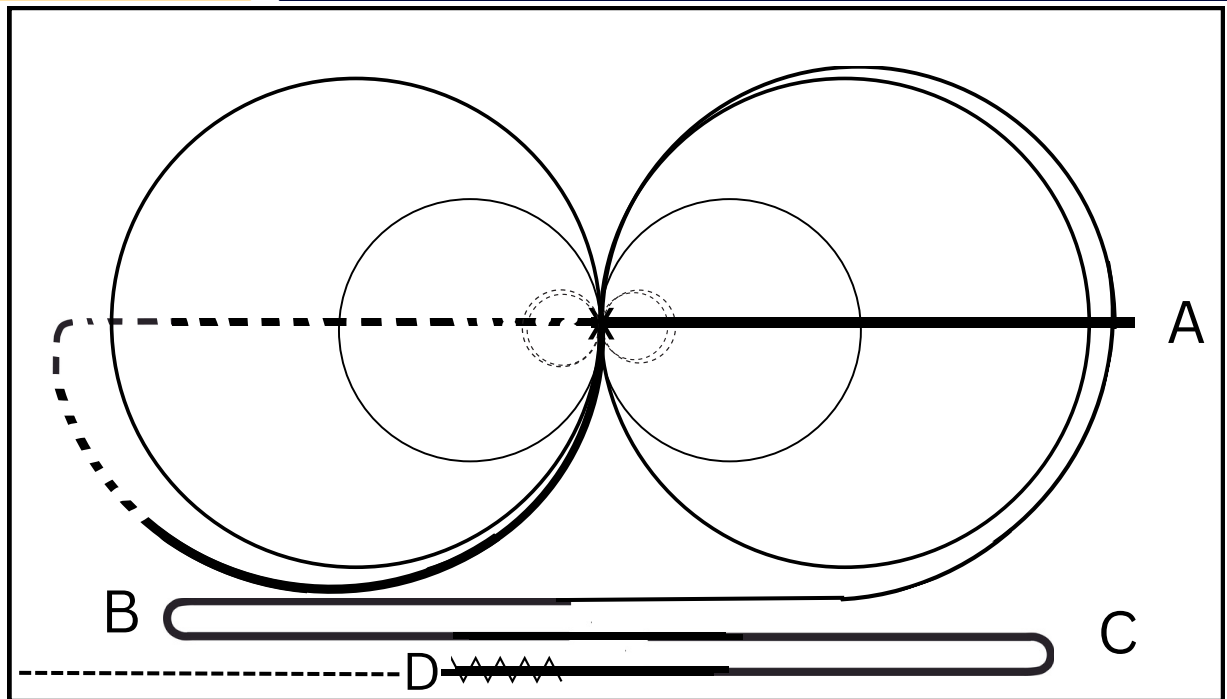


Official Photographer: Tyler Palmer – Cowgirl Creative
Winning Edge Media will also be on the grounds for photos and reels

Camping & stabling to be booked through Nominate

BYO Power/Generator

ASCA PATTERN # 16



- 1 Beginning at A, Canter to X. At X transition to trot down centre line and around arena to the left to B, on the correct Diagonal. At B, Canter on the left lead to X and halt.

- 2 Two spins to the left

- 3 Two spins to the right

- 4 Canter small slow circle to the right. Gallop large fast circle to the right.

- 5 Flying Change at X

- 6 Gallop large fast circle to the left. Canter small slow circle to the left. Flying change at X

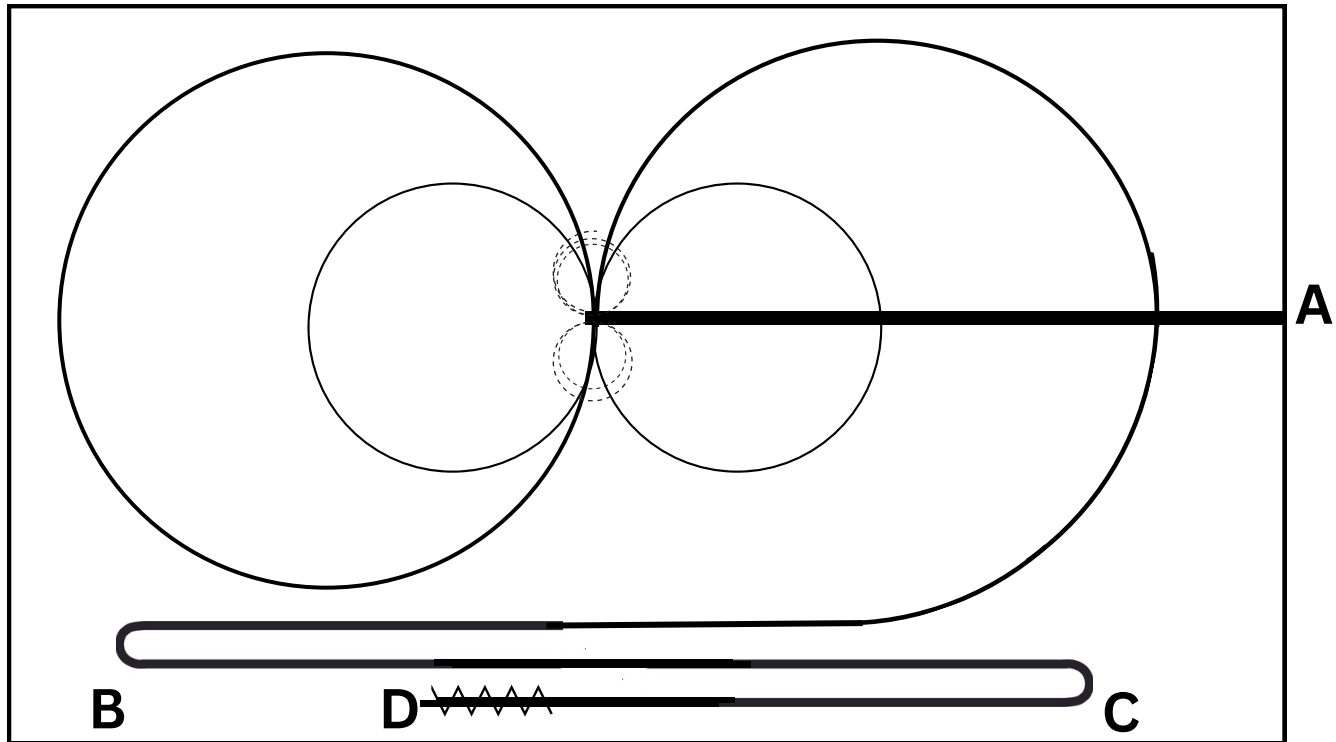
- 7 Canter around arena to the right do not close circle. Canter down to B, halt and roll back to the left.

- 8 Canter to C halt and roll back to the right.

- 9 Canter to D, halt, settle and back up 6 paces.

- 10 Walk out of arena on loose rein cracking whip. Acknowledge judge to show completion of pattern.

ASCA PATTERN # 9



- 1 Enter at A, working canter to X. Stop, Hesitate.

- 2 Two spins to the left

- 3 Two and 1/4 spin to the right

- 4 Gallop large fast circle to the left. Canter small slow circle to the left.

- 5 Change leads at X.

- 6 Canter small slow circle to the right. Gallop large fast circle to the right but do not close the circle.

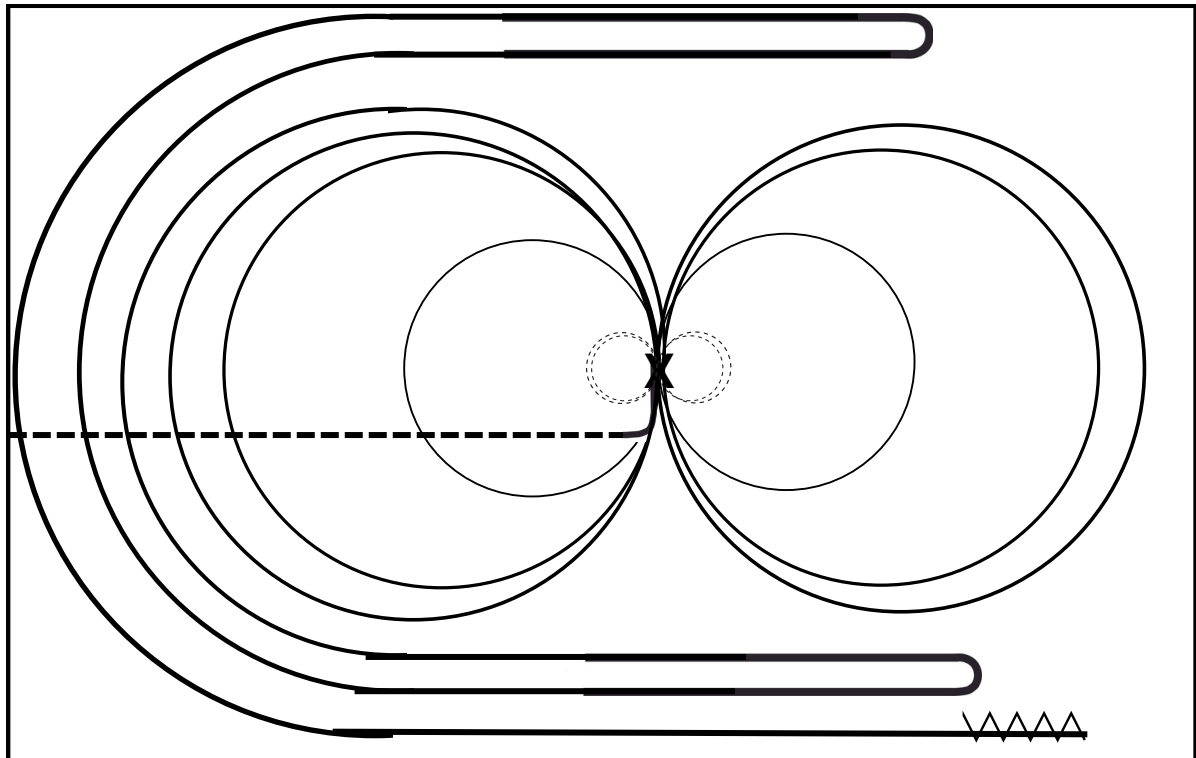
- 7 Run down to B, stop and roll back to the left.

- 8 Run down to C stop and roll back to the right.

- 9 Run down to D, stop, settle and back up 6 paces.

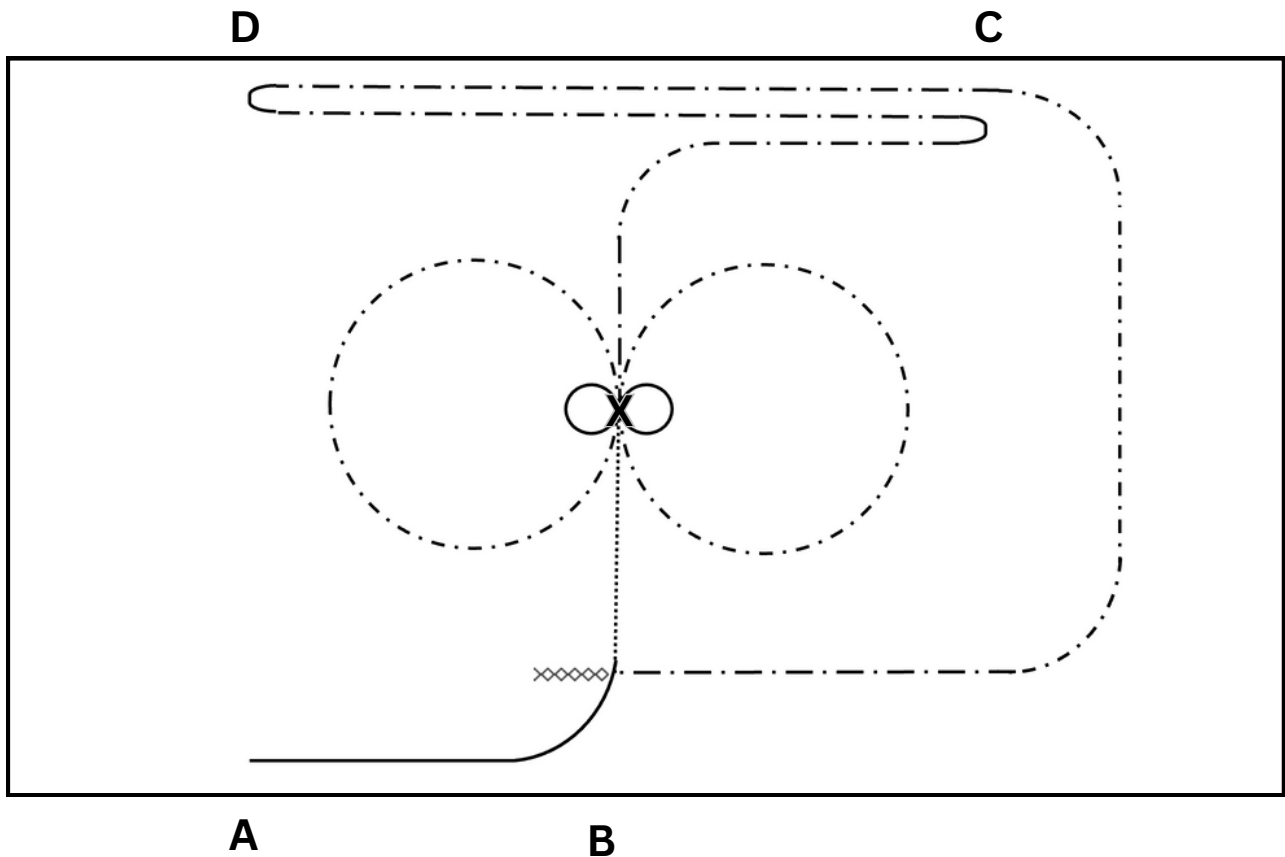
- 10 Exit arena at a working walk cracking the whip on a loose rein. Acknowledge judge to show completion of the pattern.

ASCA PATTERN # 5 (JUVENILE)



- 1 Walk into centre of arena on a loose rein cracking whip. Halt at centre facing the judge.
- 2 Beginning on the left lead, canter two canter circles to the left. Stop at the centre of the arena.
- 3 Complete two spins to the left
- 4 Beginning on the right lead, complete two canter circles to the right. Stop at the centre of the arena.
- 5 Complete two spins to the right.
- 6 Beginning on the left lead canter a large fast circle to the left, change leads at the centre of the arena. Canter a large fast circle to the right, change leads at the centre of the arena.
NOTE: Simple or flying changes permitted at riders discretion
- 7 Continue around previous circle to the left but do not close this circle. Canter past centre marker, stop and roll back to the right.
- 8 Continue around previous circle to the right, run down past centre marker, stop and roll back to the left.
- 9 Continue around previous circle to the left, but do not close. Canter past centre marker, stop, settle.
- 10 Back up to centre marker. Acknowledge judge, walk out on loose rein.

ASCA PATTERN #27



- 1 Salute Judge at A. Walk to B. Trot to X (centre). Stop
- 2 360 degree spin to the right
- 3 360 degree spin to the left
- 4 From X, canter a large circle to the right on the correct lead
- 5 At X, do a simple change and canter a larger circle to the left on the correct lead
- 6 At X, do a simple change and canter to C on the right lead, Stop
- 7 Do a rollback to the left and canter to D on the left lead, Stop
- 8 Do a rollback to the right and canter on the right lead all the way past B
- 9 Stop, settle your horse, back your horse to the centre line. Stop
- 10 Turn and face the judge, salute and leave the arena on a loose rein