



**CAPE YORK AND TABLELANDS BRANCH OF THE
AUSTRALIAN STOCK HORSE SOCIETY**



2024 SUPER CHALLENGE

17th & 18th August

Kerribee Park Rodeo Grounds Mareeba

For registered Australian Stock Horses and
unregistered horses

(including other breeds)

Saturday 8am start Led, Hack and Cattle class

Sunday 8am start Working Classes and Time Trial

Category Descriptions

Open riders- horses under 5yo / horses 5yo & over

Juvenile riders (13 & under 18)

Junior riders (8 & under 13)

Tots (under 8 years)

Special thanks
to our judge
Helen Batterham
from Nsw

Competitors can compete in whichever event they chose, however, to be eligible for the high point aggregate, competitors must compete in all 5 events. Competitors must compete in all other 4 classes to be eligible to compete in the cattle class. Led riders in the tots classes cannot be placed above independent riders.

NOMINATIONS VIA CAMPDRAFT CENTRAL

WWW.CAMPDRAFTCENTRAL.COM.AU

ENTRIES OPEN 6AM 29TH JULY FOR 12 HOURS

All enquiries Alisa O'Connor 0407722192



Safety Creates Sustainability

Program of events
Saturday starting at 8am



- Led challenge horse 5yo and over
- Led challenge horse under 5yo
- Led Juvenile horse
- Led Junior horse
- Led Tots horse



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Tots Hack (Pattern at discretion of judge)

- Hack under 5yo
- Junior rider Hack
- Juvenile Hack
- Hack 5yo and over

Cattle kindly donated
by Scott and Tracey
Whitson

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- Cattle class Horses 5yo and over
- Cattle class Horses under 5yo
- Cattle class Juvenile riders
- Cattle class Junior Riders
- Cattle class Tots



Sunday start 8am

- Working Class Horses 5yo & over
- Working Class Juvenile Riders
- Working Class Horses under 5yo
- Working Class Junior Riders



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- Time Trial Tots
- Time Trial Junior Riders
- Time Trial Juvenile Riders
- Time Trial Horses under 5yo
- Time Trial Horses 5yo & Over

Special thanks to
Mark Linwood
our overseeing
paramedic



ENTRY FEES

Tots led \$5, hack \$10, cattle \$10, time trial \$5
junior led \$5, hack \$10, working \$10, cattle \$15, time trial \$10
juvenile led \$10, hack \$15, working \$15, cattle \$25, time trial \$15
under 5yo , 5yo and over Led \$15, hack \$20, working \$20, cattle \$30, time trial \$20

all competitors must be financial members of the Ash society
weekend membership is available \$50 adults \$20 youth

CAMPING FEES

Kerribee rodeo grounds now have camping fees outside of the Saturday night,
(Saturday night is free) so if you choose to camp Friday and / or Sunday night
please add camping fees to your nomination

Single unpowered site \$15 per night. Double unpowered site \$20 per night
extra person over 6yo \$5 per night

CONDITIONS OF ENTRY

All riders under 18 to wear an approved safety helmet at all times riding or leading a
horse

Long sleeved shirts buttoned down and tie are mandatory

ASH registration numbers are required for identification and performance recording

All riders must be financial members of the ASH society (weekend member ship is
available)

Age of horse is of 1st August in year of birth

Equipment must be Australian saddles and snaffle bridles. (No tie downs or rings
allowed)

Bridles to be used in led classes for all horses 2 years and over

Competitors under 18 may ride in open events

Placegetters will be awarded at the end of each event

Ribbons to 5th place in each event. Prize money to third place .

Cattle hire levy included in nominations for all cattle classes - cattle levy non
refundable if scratching occurs 48 hours or closer to the event start day

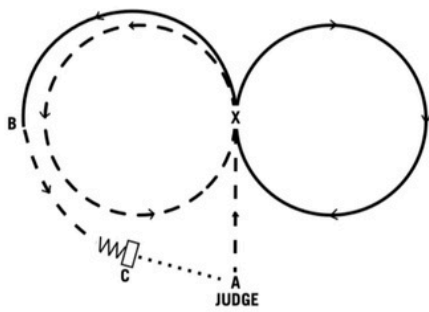
Competitors under 18 are not permitted to handle or ride stallions within the
perimeter of the grounds

All stallions and colts must be restrained and handled by a capable person at all times
All dogs on the grounds must be kept on a chain or lead, no longer than 2 meters at all
times

HACK – HP1



Event _____ Class _____
 Horse _____ Rider _____



	Possible Points	Judge's Marks
1 Type, Presentation and Overall Impression	10	
2 Acknowledge Judge at A, Trot out to X	10	
3 Trot circle left	10	
4 Canter circle right	10	
5 Simple change at X	10	
6 Canter half a circle left	10	
7 Trot at B	10	
8 Halt at C	10	
9 Rein back 3 metres	10	
10 Walk to A on light rein	10	
Total	100	

Judge: _____ Date: _____

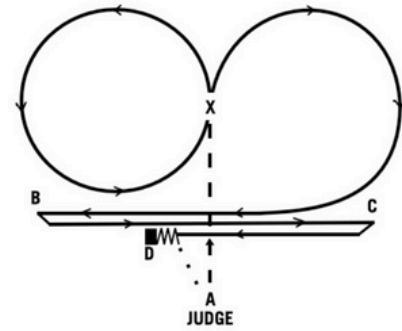
Scoring Scale



WORKING – WP1



Event _____ Class _____
 Horse _____ Rider _____



	Possible Points	Judge's Marks
1 Type, Presentation and Overall Impression	10	
2 Trot to X with light rein	10	
3 Canter circle left	10	
4 Simple change at X	10	
5 Canter three quarter circle and continue to B	10	
6 Roll back to left	10	
7 Canter to C roll back to right	10	
8 Canter to D and stop	10	
9 Settle and rein back 3 metres	10	
10 Walk to A on loose rein	10	
Total	100	

Judge: _____ Date: _____

Scoring Scale

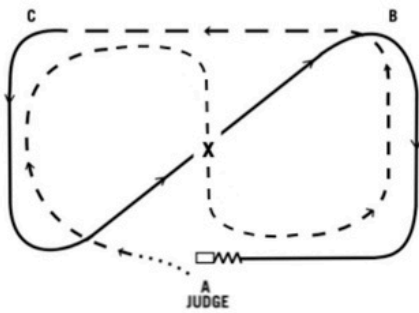


HORSES UNDER 5YO, JUNIOR & JUVENILE RIDER PATTERNS

HACK – HP10



Event _____ Class _____
Horse _____ Rider _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk a short distance and trot three quarter circle to right	10	
3	Trot straight down towards Judge	10	
4	Trot half circle to B	10	
5	Lengthen to C	10	
6	Canter left to X	10	
7	Flying change at X	10	
8	Canter half circle right	10	
9	Halt and settle	10	
10	Rein back 3 metres	10	
Total		100	

Judge: _____ Date: _____

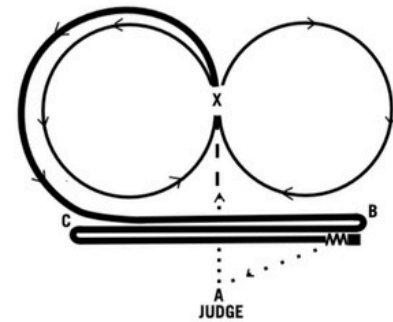
Scoring Scale

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP7



Event _____ Class _____
Horse _____ Rider _____



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Walk short distance and trot to X	10	
3	Canter circle left	10	
4	Simple change at X	10	
5	Canter circle right	10	
6	Flying change at X	10	
7	Hand gallop to B, haunch turn right	10	
8	Hand gallop to C, haunch turn left	10	
9	Hand gallop to B, stop and settle and rein back 3 metres	10	
10	Walk to Judge on loose rein cracking whip	10	
Total		100	

Judge: _____ Date: _____

Scoring Scale

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

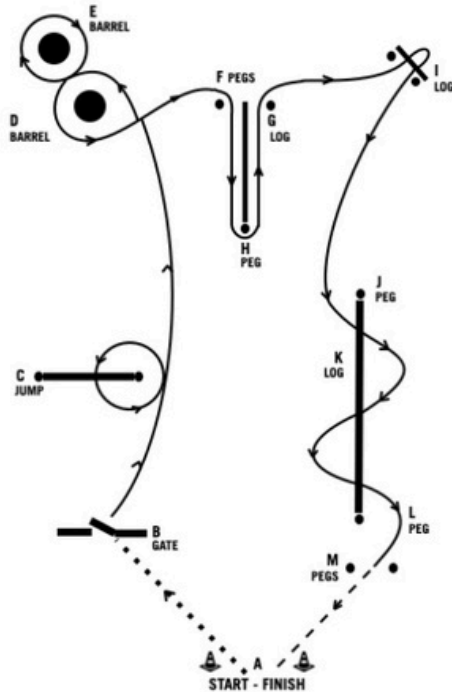
HORSES 5YO & OVER PATTERNS

TIME TRIAL – TTP3



Event _____ Class _____

Horse _____ Rider _____



Course

1. Walk through start pegs and continue at walk to gate (B). Pass through gate, opening and closing.
2. Continue past jump (C) leaving it on the horses near side. Turn left and proceed over the jump (C), turn left around the end of the jump, and continue to D.
3. Leave barrel D on horses near side completing a half circle anti-clockwise, circle barrel E clockwise and then circle D half circle anti-clockwise to complete a figure of eight. Continue to the pegs at F
4. Leave the first F peg on horses' off-side, turn right and along the length of log G. Turn 180° left around peg H and along log G. Leave the second peg at F on horses' off-side and turn right.
5. Proceed to I, between the pegs and over the log then turn 180° right and over the log between the pegs.
6. Continue to J, proceed over log (K) three times in a serpentine motion between Pegs J and L, starting with peg J on horses near side.
7. Trot prior to pegs at M, continue at a trot through the finish pegs at A.

- Maximum height of the Jump (C) is 60cm
- Distance from the edges of Barrel D and E is 2m
- (F) pegs are 1m from the outside of log (G)
- The log (G) is 5m long & 20cm in diameter
- (I) pegs are 2m apart, the log is 2m with a diameter of 30cm.
- The log (K) is 8-10m, with a diameter of 30cm
- There is a 1m distance between the pegs at M.

- Trees or pegs driven into the ground should be used in preference to drums
- The lengths and diameters of logs is the minimum required.
- If logs of less than the designated diameters are not available, the logs MUST be securely pinned to the ground to prevent all movement.

Note:

- Once the rider's hand touches the gate, the horse may continue at any pace to M.
- In competitions restricted to riders under 13 years, riders must open the gate but do not have to close it.

Penalties

One (1) Second	<ul style="list-style-type: none"> • Each stride that is broken in the Walk & Trot sections • For each hoof which cross the log at G.
Three (3) Seconds	<ul style="list-style-type: none"> • Any peg or obstacle knocked down or dislodged • Any obstacle the Judge deems to be sufficiently moved
Elimination	<ul style="list-style-type: none"> • The horses four feet do not touch the ground on the other side of the logs at I and K before returning over the log • Any section of the course not completely & correctly negotiated

Time (seconds)	Penalties	Grand Total

The steward is to mark on this sheet where the penalty or penalties were incurred.

Judge: _____ Date: _____