

TRI-SERIES FINAL

AKAS TEMPLERS

STOCKMAN'S CHALLENGE

PROGRAM

BBQ LUNCH & DRINKS
AVAILABLE

MERCHANT STALLS

Unrestricted Open - Nomination: \$90

Straight out contest
Open to any horse and rider
\$500 Total Prize Money
Sashes & Money to 4th Place

Junior Youth - Nomination: \$60

8 - 17yrs - Straight out contest
Open to any horse and rider
\$300 Total Prize Money
Sashes & Money to 4th Place

10TH
MAY

ASCA AFFILIATED: RUN IN ACCORDANCE WITH THEIR RULES & REGULATIONS.
ALL COMPETITORS MUST BE A MEMBER OF ASCA TO COMPETE.

8AM START - JUDGES ADDRESS, BROOK HAZLETT
& GEAR CHECK

Junior Youth Dry

Presentations

Unrestricted Open Dry

Presentations

LUNCH BREAK 12-1 PM

Junior Youth Wet (Small Arena)

Presentations

Unrestricted Open Wet (Small Arena)

Presentations

OVERALL WINNERS PRESENTATION

Junior Youth

Unrestricted Open

HORSE & RIDER AWARDS

Futurity Horse Award

Encouragement Award

**24/25 TRI-SERIES HIGH POINT
AWARDS DINNER - 6:30PM**

Junior Youth

Unrestricted Open

NOMINATIONS
OPEN 28TH APRIL

NOMINATIONS
VIA CAMPDRAFT
CENTRAL

AWARDS DINNER
\$25 PER PERSON

HIGH POINT BUCKLES
AWARDED AT DINNER



For all medical emergencies,
please see on sight
A2 Medical Services Staff

NON PREMIERSHIP EVENT DOES NOT

ATTRACT POINTS

130 BOOKER ROAD, TEMPLERS

PIC : SA379110

WWW.AKASTEMPLERS.COM.AU



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GENERAL RULES

Challenge will start at 8:00am and program as above, unless announced on social media and changed only due to numbers of nominations/scratchings.

Placings and Prizes will be announced and presented after each section with riders and horses, and Award winners and Overall Winners will be presented at the end of the Day.

Judges decision is FINAL

All Rules and Regulations are on the ASCA website, please refer to these rules regarding dress and tack/equipment. All Competitors compete at their own risk, and must be a member of ASCA to compete.

AKAS Templers reserves the right to alter, delete or amend the program without notice, at anytime.

Helmets are **Essential** for cattle work pattern as per AKAS Templers rules, Optional for dry pattern at the riders own risk. All Children up to the age of 18 must wear helmets at all times whilst mounted on a horse. Helmets must comply with current Australian and New Zealand Standards and must be secured fastened under the chin at all times.

All Stallions to be contained on the grounds as per the ASCA Rules under no circumstances are U17yrs permitted to ride/handle stallions within the perimeter of the grounds.

Cancellations Policy: 100% refund of the nomination fee will be given if the competitor withdraws with more than seven (7) days prior to the challenge Day. If Scratchings received within seven (7) days of the day of the challenge, then the entire nomination fee may be retained, unless circumstances are deemed to be extenuating. If refund is granted, stock levies remain non refundable regardless of the circumstance.

All run changes (Horse names, scratchings) to be done 24 hours prior to the challenge date no exceptions unless extenuating circumstances
No Changes will be made to the Draw after 7pm the night prior to the start of the Challenge.

Competitors - Non Powered Camping available - Gates open Friday 9th from 4pm
Public Entry from Saturday 10th 7:30am
BBQ Lunch and drinks available for purchase.

If you are staying for Dinner please add this to your nomination.

Enquiries- kelly@akastemplers.com.au

Waivers and memberships to be completed online at
<https://australianstockmanschallenge.com.au/asca-membership/>

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TRI-SERIES FINAL

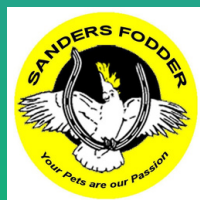
AKAS TEMPLERS

JUDGE
BROOK HAZLETT

STOCKMAN'S
CHALLENGE

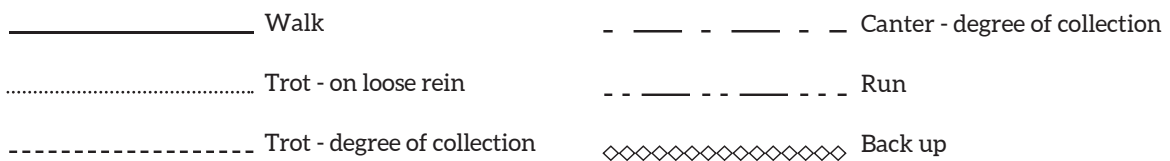
MUST BE MEMBER
OF ASCA

SPONSORS



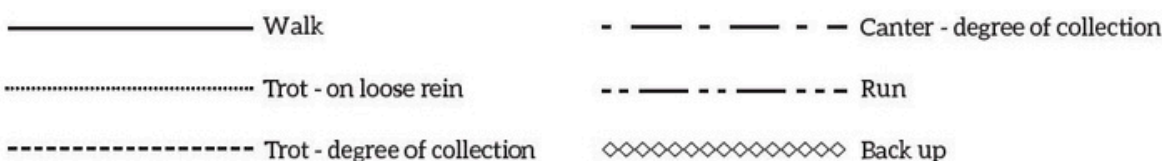
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JUNIOR YOUTH DRY PATTERN



- Version 1 - April 2015

UNRESTRICTED OPEN DRY PATTERN



- 1 Enter the arena, acknowledge Judge at **B**. Proceed at working walk on loose rein cracking whip to centre and Stop.
- 2 At **B**, trot half a circle left to **C**
- 3 At **C**, canter half a circle to **B**.
- 4 At **B**, trot half a circle to **D**.
- 5 At **D**, canter half a circle to **B**.
- 6 At **B** change leads (simple or flying) and canter a slow circle to the left.
- 7 At **B**, change leads (simple or flying) and canter a fast circle halfway to **D**.
At **D** Slow the canter then continue cantering straight on and run down to **E**.
- 8 At **E**, stop and rollback to the left, run down to **F**.
- 9 At **F**, stop and rollback to the right
- 10 Run down past **A**, stop and reverse a minimum of four paces.
- 11 Acknowledge Judge. Presentation of horse and rider, overall smoothness of pattern.

WET PATTERNS



Please see Rules and Regulations for full details on the ASCA website

SMALL ARENA CATTLE WORK - Junior Youth

OPTION A - This option consists of holding a single beast on the short end of the arena for a period of fifty (50) seconds. The competitor shall ride into the arena, face the cattle entry gate, and signal for their beast to be let into the arena. The beast shall be controlled on the entry end of the arena for an enough time to demonstrate the horse's ability to "hold" the beast. If the beast does not immediately challenge the horse, the rider shall move in on the beast to demonstrate the horse's ability to drive the beast across and block the beast on the entry fence.

SMALL ARENA CATTLE WORK - Unrestricted Open

OPTION C - There are three (3) parts to this option: • Cutout • Fence turns • Circling

Cutout: The rider shall ride into the arena, face the cattle entry gate and signal for their beast to be let into the arena. The beast shall be controlled on the entry end of the arena for enough time to demonstrate the horse's ability to hold the beast. If the beast does not immediately challenge the horse, the rider shall move in on the beast to demonstrate the horse's ability to drive and block the beast on the entry fence.

Fence Turns: After the beast has been controlled on the entry end of the arena, the rider shall set the beast up and drive it down either side of the arena. The beast should be turned on the fence at least once in each direction. Competitors must drive the beast past the centre marker of the arena before commencing the turn. All turns down the side shall be completed before reaching the end fence.

Circling: After the beast has been controlled on the entry end of the arena, the rider shall set the beast up by driving it down either side on the arena and then towards the centre of the arena. The competitor will manoeuvre the beast smoothly in at least one complete circle in each direction without interference from the fence. The circle's size, symmetry, speed, and relative balance from right and left show control. The circles should be completed before the beast is exhausted. Once an competitor has committed to circling the beast, if the beast falls no new beast will be awarded. The competitor will complete the run by riding around the fallen beast to fulfil circling requirements. In the circling portion of the judging, one whistle will terminate the work and two whistles will award a new beast. The course will consist of one marker on either side of the cutout end of the arena and a marker on the side fences designating the centre line. Ride to the judge's call (whistle/whip) or time designated by the committee.