

**GUNALDA & DISTRICT CAMPDRAFT
ASSOCIATION PRESENT'S**



**STOCKMAN'S CHALLENGE
BUCKLE SERIES
ROUND 3**

9TH AUGUST & 10TH AUGUST 2025

NOMINATIONS OPEN 27TH JULY TO 3RD OF AUGUST

LIMITED NOMINATIONS

ALL NOMINATIONS VIA CAMPDRAFT CENTRAL

www.campdraftcentral.com.au

**ALL COMPETITORS ENSURE YOUR MOBILE AND BANK DETAILS ARE
RECORDED IN YOUR CAMPDRAFT CENTRAL PROFILE.**

For any support or inquiries regarding nominations or technical issues, please contact for assistance.

support@campdraftlive.com.au

**ALL ENQUIRES: TONY 0408982752
 ZOE 0408449070**

**COMPETITORS MUST HAVE FULL MEMBERSHIP WITH GUNALDA CAMPDRAFT ASSOICATION TO
ACCUMULATED POINTS TOWARDS THE BUCKLE
COMMITTEE RESERVES THE RIGHT TO MAKE CHANGES TO THE PROGRAM.**



DRY WORK

The premise of the dry work is simple. The horse and rider must complete a pattern or series of manoeuvres like a reining pattern. The pattern varies between events and consists of a series of circles, spins, and stops that test the athleticism and responsiveness of the horse.

CATTLE WORK

The cattle work section is very similar to a Campdraft with a few minor changes. Firstly, a competitor, while in the camp, that losses control of a beast twice may be assisted out of the camp by the mounted steward. The course consists of a left and right circle and a gate. The traditional 1st and 2nd pegs may not be present.

General Rules and Definitions

- The event is open to all breeds of horses bred anywhere in the world.
- The event is open to all sexes.
- Horses must be ridden by the same competitor in all 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.

Classes of Competition

- **Open Challenge-** Open to all horses and riders.
- **Rookie Challenge-** Restricted to riders who have never won a Classic or Open Challenge at an ASCA Affiliated event or Major Challenge. Competitors who have won a Rookie Challenge will remain eligible to compete in Rookie events for that calendar year only. Open to ALL Horses.
- Any competitor who wins Rookie Buckle series or Rookie Premiership will no longer be eligible to compete in a Rookie Challenge.
- Any Rookie Competitor who wins a open challenge is no longer eligible to compete as a Rookie.
- **Encouragement Challenge-** is restricted to riders that have never won a single event that involves a cow regardless of affiliation or discipline of event . Horses that have never won a single event involving a cow regardless of affiliation or discipline of event.
- Any Competitor who wins a encouragement challenge, is eligible to compete in encouragement events for that calendar year.
- Any Encouragement competitor who wins an encouragement Buckle Series is no longer eligible to compete in the Encouragement Challenge.
- **Juvenile Challenge-** Open to riders aged 13 years to and include 17 years of age.
- **Junior Challenge-** Open to competitors 9 years to under 13 years. And can only ride in this age group
- **Mini Challenge** – open to competitors up to 8 years
- **HC** – Abbreviation for 'Hors Concours'. A rider nominated as HC will participate however their score will not be considered when calculating competition placing.

Dress

- Hats: Australian style hat to be worn whilst competing.
- Helmets: Optional, although it is encouraged, they be worn during the cattle work phase. Compulsory for riders under 18 years of age. Helmets must comply with Australian Standards.
- Shirt: Long Sleeve button up shirt with the sleeves buttoned down.
- Trousers: Jeans or moleskins. No jodhpurs.
- Tie: Optional. Women may wear a tidy scarf.
- Boots: Riding boots must be worn.

Equipment

- Bridle: Personal choice.
- Bit: In all phases a snaffle bit is to be used. This must be a free rolling, loose ring snaffle no thinner than 3/8" with a single join (two-piece bit) with a smooth mouthpiece. No twisted wire or rough surfaces allowed. Loose ring bar bits are permitted.
- Reins: split reins to be used in cattle work phase
- Saddle: Australian type stock saddle with knee pads and **no horn**. Competitors will not be penalised for the use of a back girth.
- Not Allowed: Tie-downs or martingales of any description, nosebands or any other artificial device are not to be used.
- It is the responsibility of the competitor to ensure they have the correct gear and adhere to the rules and regulations.

Gympie Stock Horse Branch

Junior/Juvenile Riders

- Helmets: All riders under the age of 18 years are required to wear a riding helmet when competing and when riding in the competition arena. Helmets must meet current Australian Safety Standards and be less than five years old from the date of manufacture. The chin strap must be securely fastened. It is the responsibility of the parent/guardian of juvenile riders to ensure their gear is safe and they are mounted on suitable horses.
- Stallions: Are not to be ridden by anyone under the age of 18 years at any time during a competition either on the grounds or in the competition arena.

Disqualification

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

Disqualification will apply if:

- Horse/Rider falls.
- Horse bucks or becomes unmanageable.
- Any blood from spurring or in the mouth from the bit.
- Lameness.
- Using the incorrect gear as stated in regulations.
- Abuse of horse, judges or official.

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'.

Definition of fall of rider:

Rider is no longer astride the horse.

"0" Score for Dry Work –

- Fail to complete the pattern
- Ride behind the pattern markers.
- Have two (2) or more major deviations to the pattern. *Example doing three circles instead of two circles plus doing three spins in one section instead of two will score 0 for the entire pattern.*
- Fall of horse and/or rider

"0" Score for Cattle Work –

- 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.

Dry Work Rules

Horses shall work individually.

Judging begins the moment the judge indicates to the competitor to commence. There will be no schooling from the time the horse enters the arena.

A dry work pattern may consist of the following variation of gaits: such as walk, trot, canter, fast canter and/or gallop, lead changes (simple or flying), at least one spin each way, one roll back each way, back up, stops, circles and whip cracking. It is suggested that committees use one of the patterns approved by the Australian Stockman's Challenge Association. The judge may deviate from the traditional order of the performance, and he/she may also deviate from the exact printed pattern due to arena conditions.

The best dry work horse shall be easily guided or controlled with little or no apparent resistance. Bad manners exhibited by the horse will be penalised. All deviations from the exact pattern must be considered a loss of control and marked down accordingly. Credit shall be given for the smoothness, finesse, attitude, quickness, and authority of performing various manoeuvres while using controlled speed which raises the difficulty level and makes the horse more exciting and pleasing to watch.

A manoeuvre which is performed accurately at the average requested pace should be scored above a competitor which is performing inaccurately, but at a faster pace.

Score is from 0 – 10, with 7 being an average.

The dry work pattern is divided into sets of manoeuvres. It is the judge's responsibility to evaluate these manoeuvre groups individually and rate each manoeuvre group on the following scale:

Credit will be given for:

- a) Correctness of pattern
- b) Correctness of manoeuvre
- c) A horse that is displaying a willingness to perform to the pattern and rider command

- d) A high degree of difficulty
- e) Smoothness

Judges will look for:

- a) Walk: a horse that shows the ability to extend itself at a walk
- b) Trot: a horse that can extend itself with a degree of collection
- c) Canter: to be free going and calm, exhibiting a degree of collection
- d) Gallop: a horse that can show speed with calmness and control

Additional points to note:

- a) Canter transition from the halt may be ridden with a few strides of walk
- b) When trotting on a circle or turn the rider should be on the correct diagonal
- c) In the event of a Major Interference the judge may award a restart at their discretion.

'0' Score for the entire pattern

Competitors will be scored '0' for the dry work if they:

- a) Fail to complete the pattern
- b) Introduce new manoeuvres to the pattern
- c) Ride behind the markers
- d) More than two Major deviations from the pattern
- e) Blatant disobedience, biting, bucking or rearing

20 Point Penalty 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 two major deviations will incur a '0' for the entire pattern.

Manoeuvre Penalties

Penalties at Judges discretion: A Judge will score according to the guidelines, keeping in mind that not all minor variation of a manoeuvre needs the same severe penalties.

½ point deductions:

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

1 Point deductions:

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

2 Point deductions:

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

5 Point deductions:

- a) Spurring or hitting in front of girth

Penalties at Judges discretion:

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

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 figure eights 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 shall 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.

Lead Changes

- a) Simple Change: when riders change leads by performing a downward transition before going to the opposite lead at the canter.
- b) 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.

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. The horse shall demonstrate a relaxed fluid attitude when starting a run-down and throughout the manoeuvre. The horse shall use controlled speed consistent with the size of the arena and the conditions of the ground. The horse shall travel in a straight line with a minimum of contact with the rider. Straight, controlled rundowns with square, smooth stops, maintaining suppleness are desirable.

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.

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.

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.

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.

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.

Collection

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 using the seat, legs and containing hands.

Appearance and Presentation Both the horse, rider and equipment should be clean, neat, and tidy and well presented. Any horse showing excess sweating up should be penalised for presentation.

Cattle Work Rules

The cattle work will be scored with a maximum of 100 points. 25 possible points in the cut out (camp) section and 75 points in the arena work: 25 points for the first circle; 25 points for the second circle; 25 points for the gate or third circle. The time limit in the arena is 40 seconds.

The outside course is like a Campdraft course and will consist of two circles: one being on the right and the other on the left and a gate. The course can be ridden in whatever direction the committee chooses. Committee's may use pegs as a guide if they choose.

A gate will be present. Once the competitor has guided the beast through the gate the run will be terminated immediately. If the competitor is unable to make the gate, they must continue to demonstrate they are in control of the beast and attempt to complete a third circle. If a peg or gate is missed, the competitor must continue and not make a second attempt. The competitor is allowed 1 attempt at each peg/circle.

Horses will enter the camp quietly and select a beast without disturbing the mob. Competitors must NOT enter the herd/work the herd in any way until acknowledged by the judge to commence their run. The competitor is expected to work the beast until it is clear of the mob and show the cutting out ability of the horse. The competitor calls for the gate when satisfied with the work in the camp and takes the beast into the arena.

Whilst working cattle in the camp, the judges will be assessing the horse and rider's accuracy on cattle, style, and effectiveness. In the camp, when the judges have determined that the competitor has lost control of the beast twice, the competitor's "cut out" section will be terminated, and they will be scored '0' in this "cut out" section. The competitor will then be assisted out of the camp by the mounted steward and allowed to continue course.

A horse that hits a beast over the hocks or runs up the rump of a beast will have the run terminated.

The judge shall immediately terminate the round should a beast show any bleeding or appears lame, distressed, or bails up and attempts to horn a horse. The competitor shall be scored up to that point.

Where the judge terminates an outside run due to interference, the competitor will be awarded a re- start. The competitor will start again with the lesser of the two cut out scores with the original entitlement of cattle.

The competitor must continue to ride until the whip terminates the run for a score.

Committee reserves the rights to decide on the maximum and minimum number of cattle in the cut-out yard.

Refunds

Refunds will be made when event has been cancelled.

No refunds will be made, if a competitor with draws from the competition within 72hrs of event, unless they have medical certificate and vet certificate.

Once competition starts the draws will not be changed.





Gympie Saddleworld is a local family-owned business.

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Mini challenge

8yrs and under

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Nominations \$15

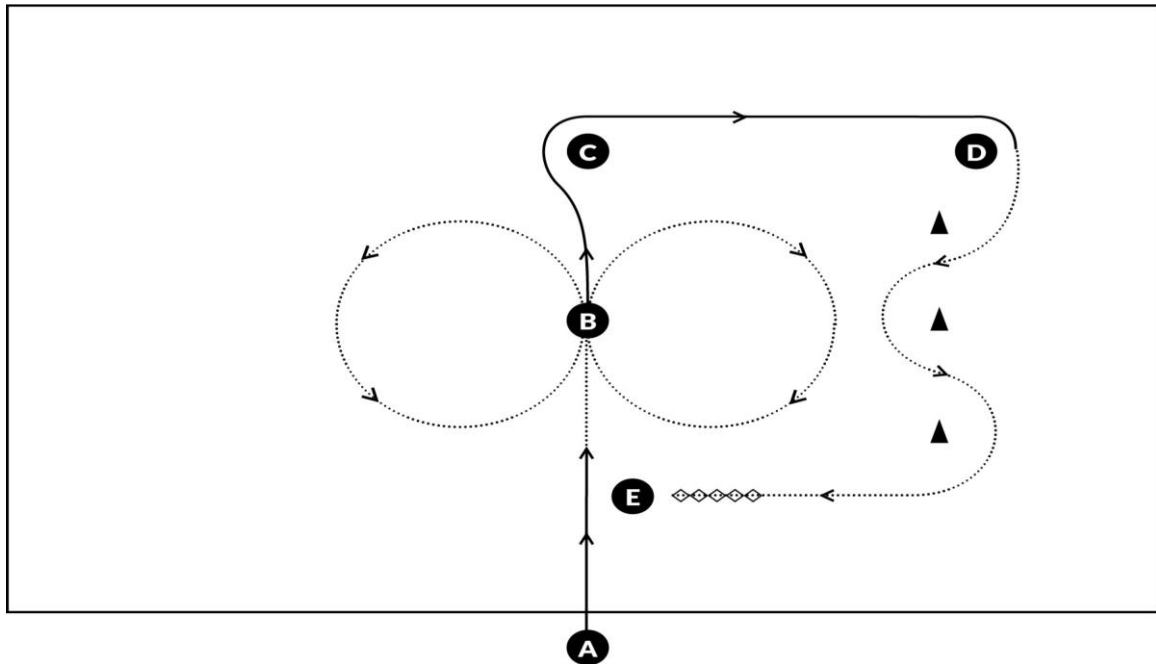
(Dry Pattern and 3 novelty events)

Ribbons awarded from first to fifth placegetters in each event.

And lots of rainbow ribbons.

Overall winners will receive prizes, which may include embroidered rug, bridles, bags of feed, grooming kits, and Vouchers.

Mini Challenge Pattern



————— Walk
..... Trot
0000000000000000 Back up

1. At A, salute judge and walk to B. Stop
2. Trot a large circle to the right
3. At B, trot a large circle to the left. Stop at B.
4. Walk to C (Drum). Stop and pick up billy can and walk to D (Drum)
5. Place billy can on D (Drum)
6. Trot through the pegs as on the diagram all the way to E (Judge)
7. Stop horse and back up two steps.
8. Salute the Judge.

Furgerson Racing

JUNIOR CHALLENGE

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ACCESS REFRIGERATION

Nominations \$40

(Dry workout, Utility course and Cattle work)

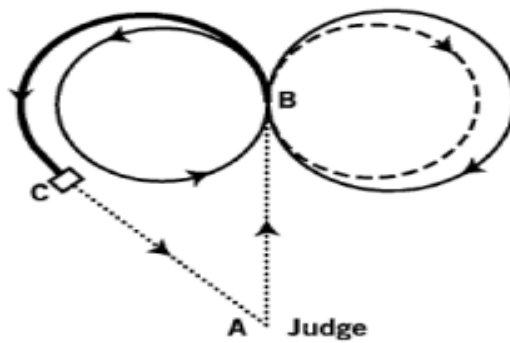
Ribbons awarded from first to fifth placegetters

Prize Money for each phase: 1st \$20 2nd \$10 3rd \$5

Overall winners:

1st	\$80 plus Saddleworld Prize
2 nd	\$70 plus, Saddleworld Prize
3rd	\$60 plus Saddleworld Prize
4th	\$50 plus
5th	\$30

Junior Challenge Pattern



1. Type, presentation, and overall impression.
2. Walk from A to B.
3. Trot circle right back to B.
4. Canter circle left.
5. At B change lead (simple change).
6. Canter circle right.
7. At B change lead (simple change).
8. Canter part circle left to C.
9. At C halt facing Judge and settle.
10. Walk back to Judge on a light rein

Burnett Performance Horses

Juvenile Challenge proudly

Proudly Sponsored By



Nominations \$50

(Dry workout, Utility workout and Cattle work)

Ribbons awarded from first to fifth placegetters.

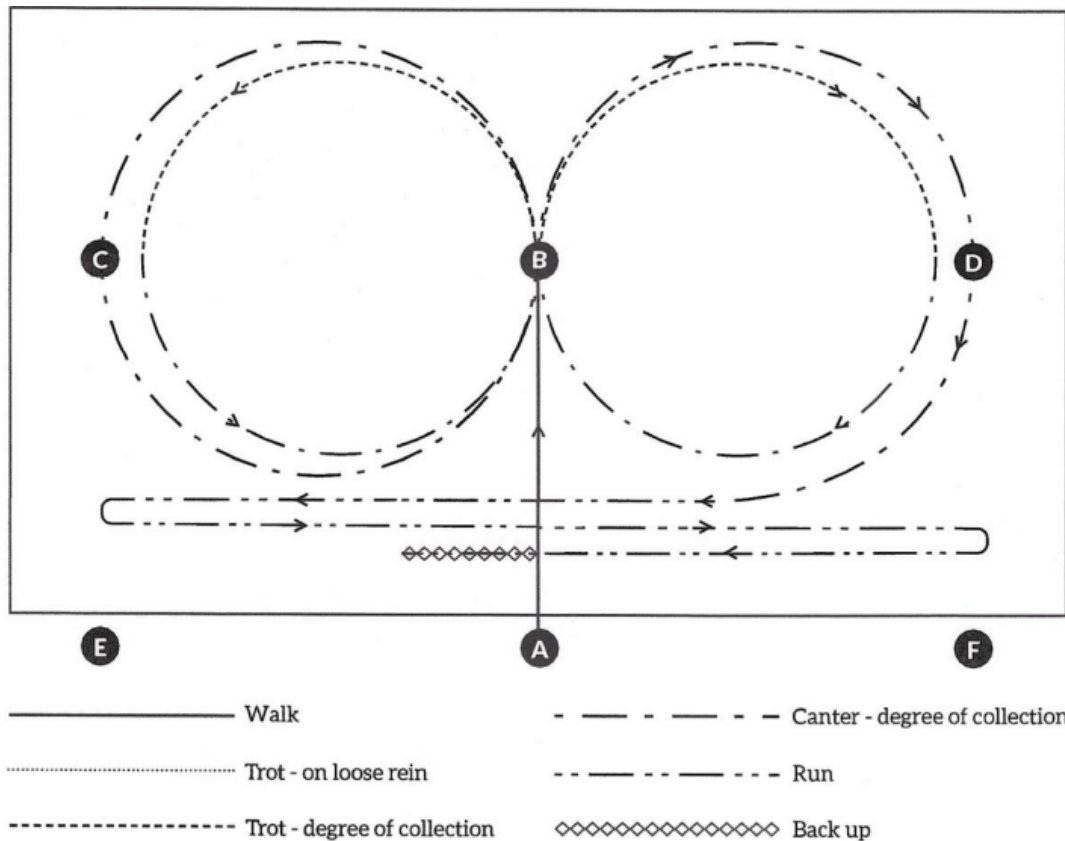
Prize money for each phase: 1st \$30 2nd \$20 3rd \$10

Overall prize money:

- 1st \$120 plus **Saddleworld Prize**
- 2nd \$90 plus, **Saddleworld Prize**
- 3rd \$70 plus, **Saddleworld Prize**
- 4th \$50
- 5th \$30



Juvenile Challenge Pattern

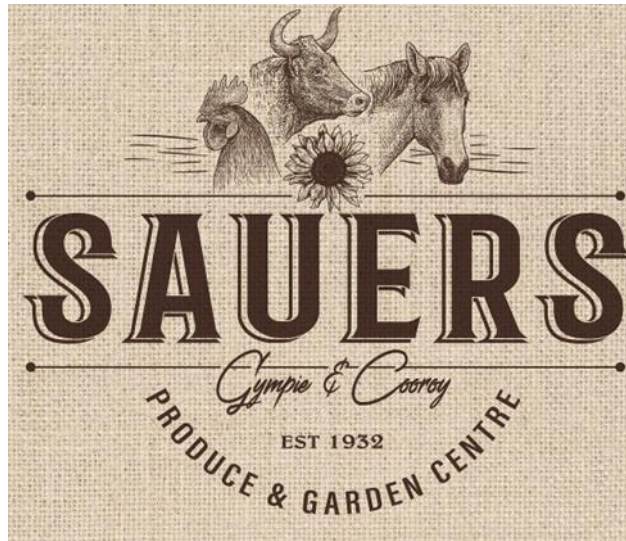


1. Salute Judge at A Walk to B
2. At B trot half circle left to C
3. At C canter half circle to B
4. At B trot half circle to D
5. At D Canter half circle to B
6. At B Change Leads(simple or flying) canter slow circle to the left.
7. At B Change lead (Simple or flying) canter fast circle to D.
At D slow canter and continue canter straight to E
8. At E stop and roll back to the left canter to F
9. At F stop and roll back right
10. Canter down past A stop and rein back at least 4 steps
11. Acknowledge judge. Presentation of horse and rider



Encouragement Challenge

Proudly Sponsored by



Nominations \$70

(Dry Pattern Workout, Utility course and Mechanical cow)

Ribbons awarded from first to fifth placegetters.

Encouragement award donated from.

Prize Money for each phase: 1st \$50 2nd \$30 3rd \$20

Overall winner's 1st \$160 plus **Saddleworld Prize**
 2nd \$120 plus **Saddleworld Prize**
 3rd \$80 plus **Saddleworld Prize**
 4th \$60
 5th \$40



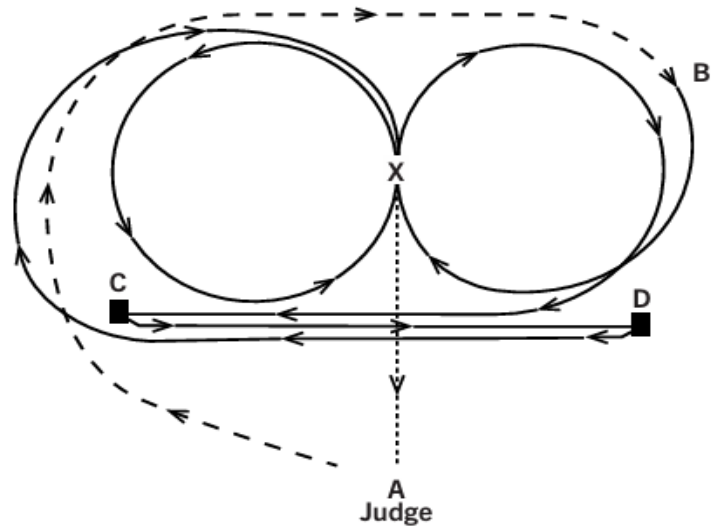
Encouragement Challenge Pattern

Pattern Description for Judges & Competitors

RP1 is designed to show the basic training required for an Australian Stock Horse to start its working/ performance career.

The horse should be obedient to all commands and should be ridden on a light rein throughout the pattern to show a free flowing/ work-like movement through all the paces.

The desire is to see a relaxed, well-mannered young horse in the infancy of its training.



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot away from Judge to top left hand corner, continue at a trot along top of the area.	10	
3	At B canter circle right lead to X and simple change through the trot.	10	
4	Canter circle left to X.	10	
5	Simple change through the trot.	10	
6	Canter three quarter circle right and continue to C.	10	
7	Stop at C and roll back left.	10	
8	Canter to D, stop and roll back right.	10	
9	Continue at canter right lead to X.	10	
10	At X walk to Judge on a light rein	10	
Total		100	



Rookie Challenge

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Nominations \$85

(Dry workout, Utility workout and Cattle work)

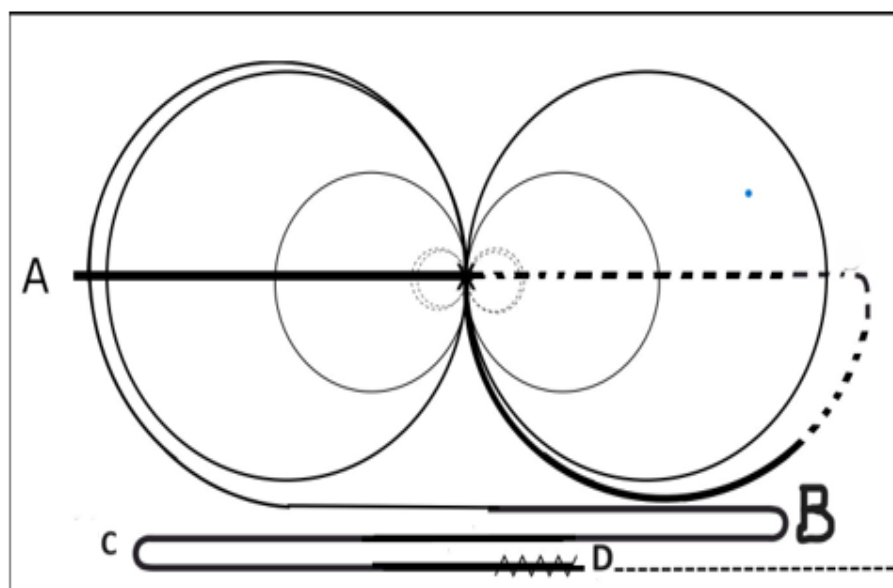
Ribbons awarded from first to fifth placegetters.

Prize Money for each phase: 1st \$60 2nd \$40 3rd \$20

Overall winner's 1st \$300 plus **Saddleworld Prize**
2nd \$200 plus **Saddleworld Prize**
3rd \$150 plus **Saddleworld Prize**
4th \$100
5th \$70



Rookie Challenge Pattern



	Score
1. Beginning at A, Canter to X. At X transition to trot down centre line and around arena to the right to B, on the correct Diagonal. At B Canter on the right lead to X and Halt.	
2. 1 spin to the right	
3. 1 spin to the left	
4. Canter small slow circle left, Canter Large fast circle to the left	
5. Simple Change at X	
6. Canter large fast circle right. Canter small circle right, simple change at X	
7. Canter around arena to the left do not close circle canter down to B halt and roll back to the right	
8. Canter to C halt and roll back to the left	
9. Canter to D, halt, settle and back up 3m	
10. Acknowledge judge, walk out of arena on a loose rein	

FOUR MILE QUARRY



ROCK



ROADBASE



DECORATIVE

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Open Challenge

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Nominations \$85

(Dry workout and cattle work)

Ribbons awarded from first to fifth placegetters.

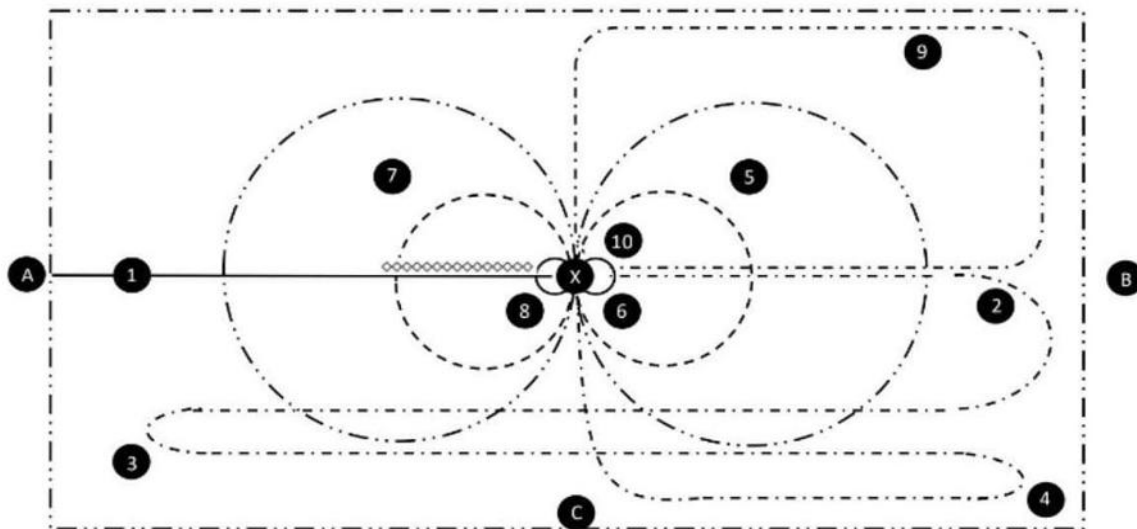
Prize money for each Phase: 1st \$80 2nd \$60 3rd \$40

Overall winners:

- 1st \$400 plus **Saddleworld Prizes**, Embroidered Rug
- 2nd \$300 plus **Saddleworld Prize**
- 3rd \$200 plus **Saddleworld Prizes**
- 4th \$150
- 5th \$100

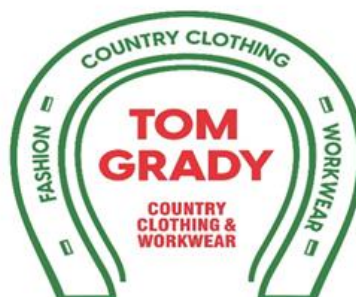


Open Challenge Pattern



—————	Walk	-----	Canter - degree of collection
.....	Trot - on loose rein	-----	Gallop
-----	Trot - degree of collection	◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇	Back up

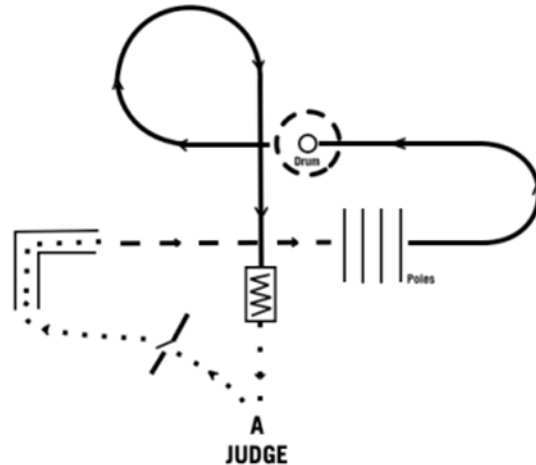
1	Walk in at A cracking whip - halt at X	10
2	Canter and travel in a straight line to B, travel a half circle - Between c and the end of the arena stop and rollback depart on the left lead	10
3	Between c and the end of the arena stop and rollback, depart on a right lead to x	10
4	At X gallop a large fast circle to the right , at X small slow collected circle to the right,	10
5	flying change at X	10
6	At X gallop a large fast circle to the left , at X small slow collected circle to the left,	10
7	flying change at X	10
8	canter around to the right run down stop, settle and back up to x	10
9	2 spins left	10
10	2 spin right	10
Total		100



Utility Patterns

Maximum 20seconds allowed at each obstacle

(Junior and Encouragement)

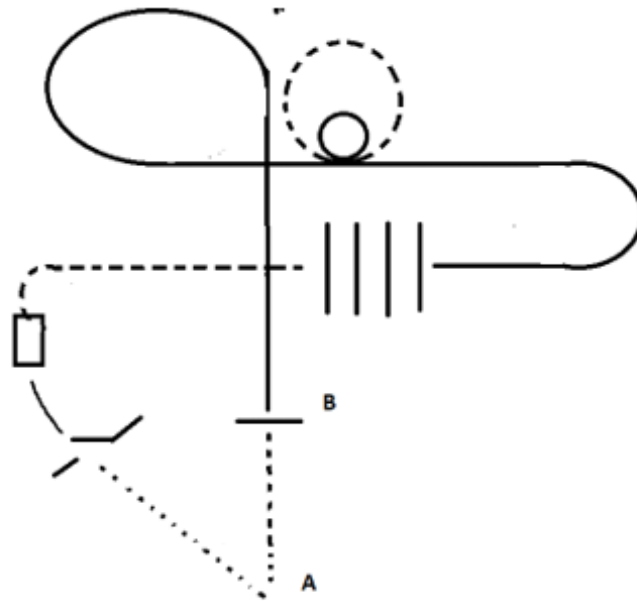


		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk to gate	10	
3	Pass through gate, keeping hand on gate at all times	10	
4	Walk onto L shapes poles and walk through	10	
5	Trot to and over 4 poles on ground	10	
6	Canter left lead ½ circle to drum and pick up coat	10	
7	Trot around drum and replace coat on drum	10	
8	Canter circle to the right and straight to square	10	
9	Stop in square and rein back 3 metres	10	
10	Walk back to Judge on loose rein	10	
Total		100	



Juvenile and Rookies

Maximum 20seconds allowed at each obstacle



		Score
1	Overall Presentation	
2	Walk to gate, pass through gate, hand to always stay on gate	
3	Walk to obstacle and walk over	
4	Trot to poles	
5	Trot over Poles	
6	Pick up left canter lead, canter around to drum and stop	
7	At drum pick up coat and trot small circle to the right, place coat back on drum	
8	Canter right lead around in a arc and stop at B	
9	Walk Through obstacle	
10	Walk to judge and acknowledge judge to show completion of course	

Ju

