

TRI-SERIES 25 / 26

AKAS TEMPLERS

STOCKMAN'S CHALLENGE

PROGRAM

BBQ LUNCH & DRINKS
AVAILABLE

MERCHANT STALLS
WELCOME

15 TH
NOV

JUDGE
ANITA
MARTIN

Unrestricted - Nomination: \$90

(Open to all riders)

Intermediate - Nomination: \$70

(for riders that have never won an open event)

Youth - Nomination: \$50

(riders aged under 17yrs)

For class conditions please see second page & ASCA Rules

& regulations - Section 5.6 (Unrestricted) 5.10

(Intermediate) & 5.13 (Youth) of the Rules & Regulations.

ASCA AFFILIATED: RUN IN ACCORDANCE WITH THEIR RULES & REGULATIONS.
ALL COMPETITORS MUST BE A MEMBER OF ASCA TO COMPETE. PLEASE SEE
SECTION 5.6, 5.10 & 5.13 FOR FURTHER CLARIFICATION OF CLASSES

8AM START - JUDGES ADDRESS & GEAR CHECK

ALL PRESENTATIONS WILL BE DONE ON HORSES

NOMINATIONS
OPEN 1ST NOV

NOMINATIONS
VIA CAMPDRAFT
CENTRAL

Youth Dry Work - Presentations

Intermediate Dry Work - Presentations

Unrestricted Dry Work - Presentations

LUNCH BREAK 1 - 2 PM

Youth Cattle Work (Small Arena) - Presentations

Intermediate Cattle Work (Small Arena) - Presentations

Unrestricted Cattle Work (Small Arena) - Presentations

OVERALL WINNERS PRESENTATION



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

GENERAL RULES

Challenge will start at **8:00am** with 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.

Classes

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

Intermediate - Straight out contest, Open to riders that have never won an open event involving cattle work, regardless of affiliation (NB. added AKAS Templers condition). Open to any horse, \$350 Total Prize Money, Sashes & Money to 4th Place

Youth - Straight out contest, Open to any horse, Riders aged under 17yrs, \$200 Total Prize Money, Sashes & Money to 4th Place

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 - Please read Section 1.14 & 1.15 on page 4 of the ASCA Rules and Regulations on the website.

Cancellations Policy: Nomination fee refund will be given if the competitor withdraws with more than seven (7) days prior to the challenge Day. No refunds will be made, if a competitor withdraws from the competition within seven (7) days, unless they have medical certificate and vet certificate. If refunds are granted, stock levies remain non refundable regardless of the circumstance.

All run changes are to be done 24 hours prior to the challenge date no exceptions. No Changes will be made to the draw after 7pm the night prior to the start of the Challenge.

Non powered Camping is available for Competitors - Generators welcome.

Gates open Friday 14th Nov from 4pm

Public Entry from Saturday 15th 7:30am

BBQ Lunch and drinks available for purchase.

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

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

Enquiries- kelly@akastemplers.com.au - 0403742801

SPONSORS



— DRESS CODE —



STOCKMANS Australian
Challenge Association

7.2 BIT EXAMPLES - CORRECT EXAMPLE

7.2 BIT EXAMPLES - INCORRECT EXAMPLE

This is not meant to be a complete or defining list of incorrect bits.

D HINGE ON RING SHARP EDGES FIXED RING

EGG BUTT THREE PIECE BIT LOCKING MECHANISM

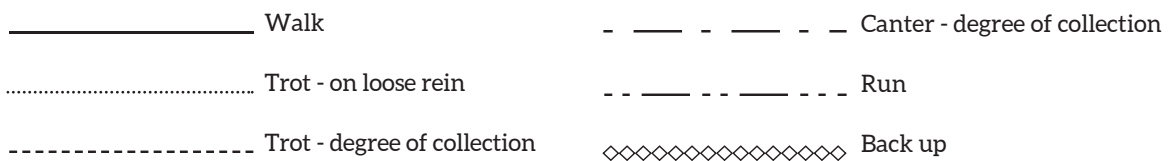
Rules & Regulations 2025 V1

WOMEN - SCARVES
MEN - TIES
BROAD BRIM HATS ONLY NO PEAKS



REMEMBER YOUR EQUIPMENT
CORRECT BITS & BRING YOUR WHIP

YOUTH



- | | |
|-----------|---|
| 1 | Enter at A . Acknowledge judge, trot to X , halt and settle horse. |
| 2 | Trot small circle to left with collection. |
| 3 | Trot small circle to right on a loose rein. |
| 4 | Canter large circle to left. |
| 5 | Change lead at X . |
| 6 | Canter large circle to right, do not close circle. |
| 7 | Run down to B , stop and rollback to right. |
| 8 | Run down to C , stop and rollback to left. |
| 9 | Run down to just past centre line, stop and back up to centre line.
Acknowledge judge and leave arena at a walk on a loose rein. |
| 10 | Overall impression, accuracy and presentation. |

INTERMEDIATE & UNRESTRICTED



- 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



Full Rules and Regulations - <https://australianstockmanschallenge.com.au>

SMALL ARENA CATTLE WORK - Option A - Youth

Recommended for beginner riders and horses but can be used for all levels. 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 - Option B - Intermediate

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.

Set Up Beast, Drive Down Fence to Opposite End of Arena:

After the beast has been controlled on the entry end of the arena, the rider shall set the beast up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to the beast to demonstrate control with the beast against the fence. This distance and control should be maintained for approximately 1/2 to 3/4 the length of arena. The rider will then stop and release the beast and move the horse toward center of arena to set the beast up for cutting it out again.

Cutout at Opposite End of Arena:

The competitor will again control or "hold" the beast for the remainder of time at end of the arena to demonstrate the horse's ability to control the beast. Ride to 50 seconds or a time designated by the committee.

SMALL ARENA CATTLE WORK - Unrestricted

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 a 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.