

TRI-SERIES 25 / 26

AKAS TEMPLERS

STOCKMAN'S CHALLENGE

25TH APRIL PROGRAM

Unrestricted - Nomination: \$90
(Open to all riders)

Intermediate - Nomination: \$70
(riders that have never won an open event)

Youth - Nomination: \$50
(riders aged under 17yrs)

Under 5 - \$35
(open to any rider, horses aged under 5years)

NOMS OPEN
1ST - 8TH APRIL

NOMS OPEN
1ST - 8TH APRIL

DAWN SERVICE

DAWN SERVICE BREAKFAST - \$10

8AM START - JUDGES ADDRESS & GEAR CHECK

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

ORDER OF EVENTS

Youth

Under 5

Intermediate

Unrestricted

**NEW DRY WORK
PATTERNS**

**NEW DRY WORK
PATTERNS**

**BBQ LUNCH & DRINKS
AVAILABLE**

**ENCOURAGEMENT &
JUDGES AWARDS**

7PM - HIGH POINT BUCKLE DINNER

CATERED BY LOCAL BUSINESS - BBQ REVOLUTION

BOOKINGS ESSENTIAL

\$35/PERSON



LIVE MUSIC

**LOCAL TALENT
INDIANA DOWLER**



GENERAL RULES

Challenge will start at **8:00am** on competition days, with program as above, any changes will be announced via social media.

Overall High Point Buckle winners will be announced during Awards Dinner (supplied by Barbeque Revolution), Dawn service breakfast and BBQ Lunch will be available for purchase on the Saturday.

Numbers and payment are due at the time of Nominations.

NEW Patterns have been released, All Rules and Regulations are on the ASCA website, please refer to the rules regarding dress and tack/equipment. All Competitors compete at their own risk, and **must** be a member of ASCA to compete, otherwise winnings will not be paid out. 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

Under 5 - special added event for those wanting to expose their young horses to competition without the pressure. *No money* is paid out but recycled ribbons to 4th place. This event does not accumulate points towards end of tri-series awards.

For more class **clarification** please see ASCA Rules & regulations - Section 5.6 (Unrestricted) 5.10 (Intermediate) & 5.13 (Youth) of the Rules & Regulations.

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.

All run **changes** are to be done 24 hours prior to the challenge date. No Changes will be made to the draw after 7pm the night prior to the start of the Challenge. If entries are accepted by AKAS Templers staff, on the day (cattle permitting) entry will replace a scratching or will be added to the end of the draw list.

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 levy \$35 remain non refundable regardless of the circumstance.

Camping is available for Competitors only - Generators welcome. Due to people not cleaning up their campsite and horse area/yards - there will be a \$25 site fee on entry, that will be refunded if your camp and horse area are left clean. There is a manure pile conveniently located in the camping areas or please park out in the big paddock if you cant be bothered to clean up... There are also rubbish bins in these areas for your rubbish, or simply take it home with you. Thank you!!

Gates open for competitors Friday 24th April from 4pm

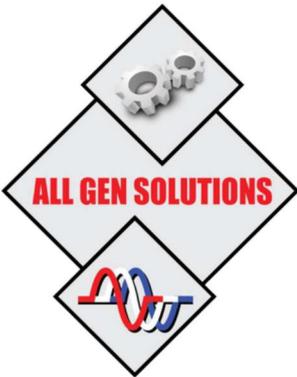
Public Entry from Saturday 25th 7:30am

Waivers and memberships to be completed online at
<https://australianstockmanschallenge.com.au/asca-membership/>
Enquiries- kelly@akastemplers.com.au - 0403742801

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DRESS CODE



Australian STOCKMANS 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

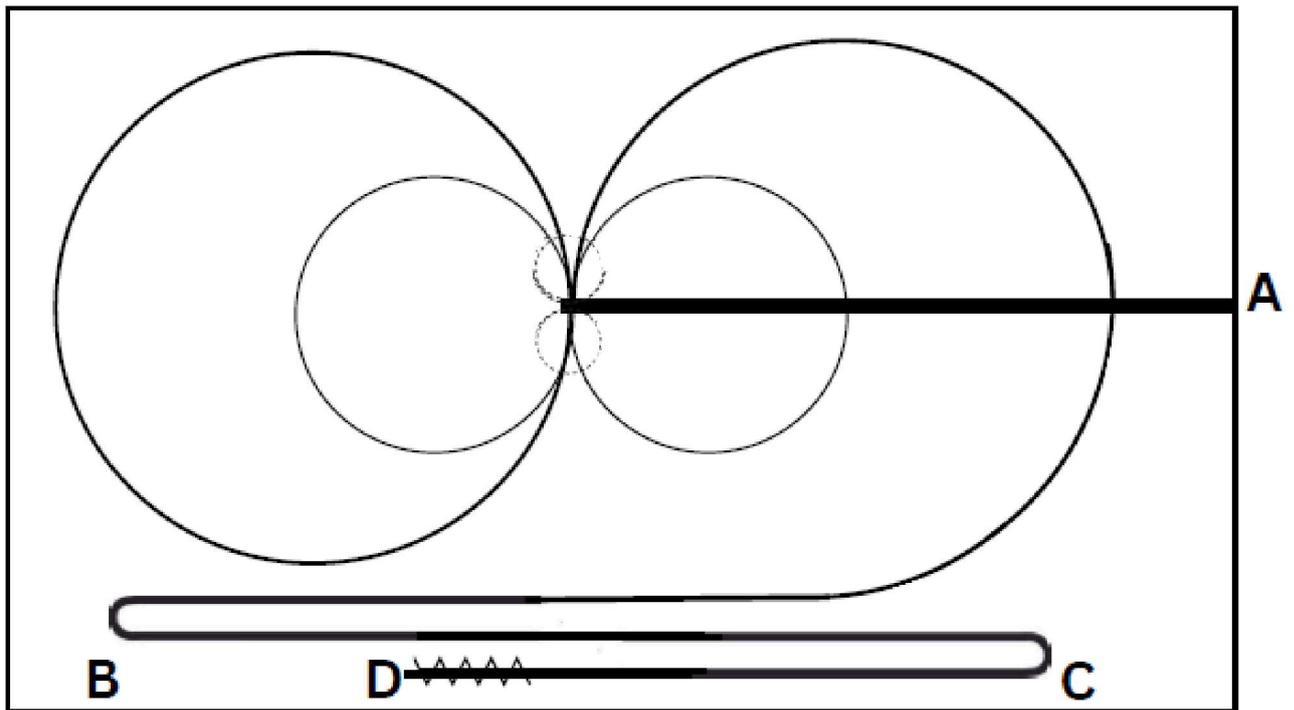
Rules & Regulations 2025 V1

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



REMEMBER YOUR EQUIPMENT
CORRECT BITS & BRING YOUR WHIP

YOUTH



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

- 2 One spin to the left

- 3 One 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.

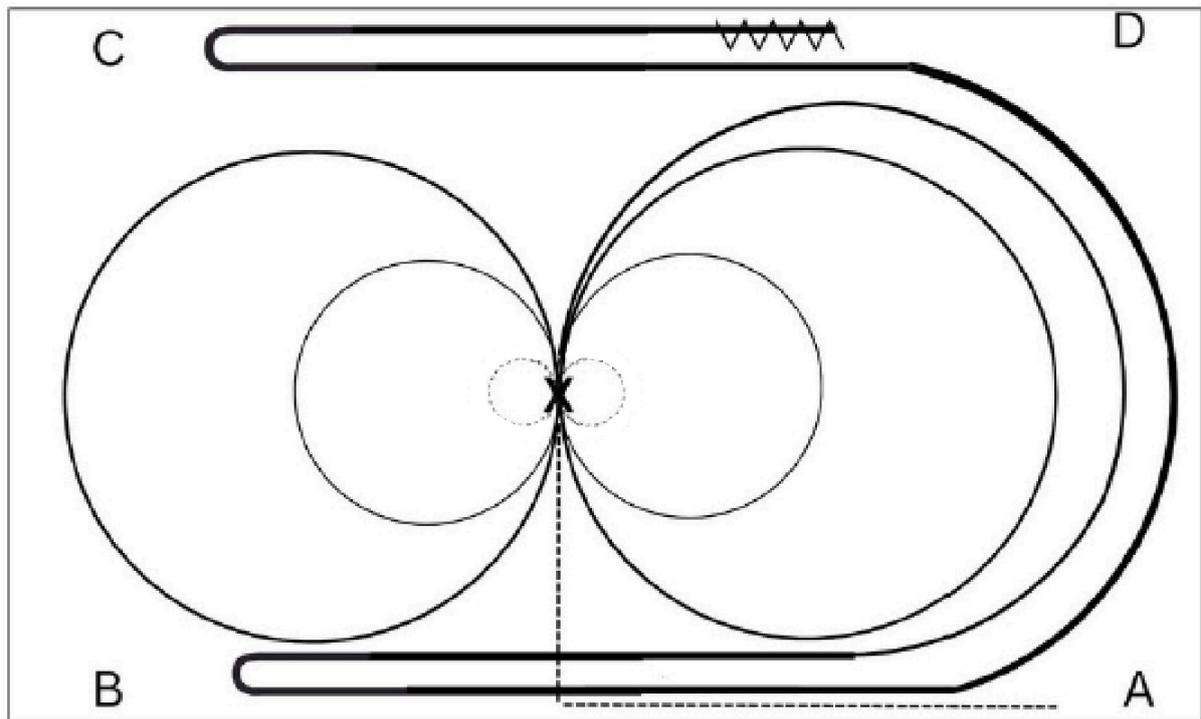
- 7 Run down to B, stop and roll back to the left.

- 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 Showing acceptance of the whip . Acknowledge judge to show completion of the pattern.

INTERMEDIATE



- 1 At A acknowledge judge and demonstrate horses acceptance of the whip. Trot to X. Halt.

- 2 1 spin to the right

- 3 1 Spin to the left

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

- 5 At X perform a lead change to the left.

- 6 Gallop a large fast circle to the left and a small slow circle to the left.

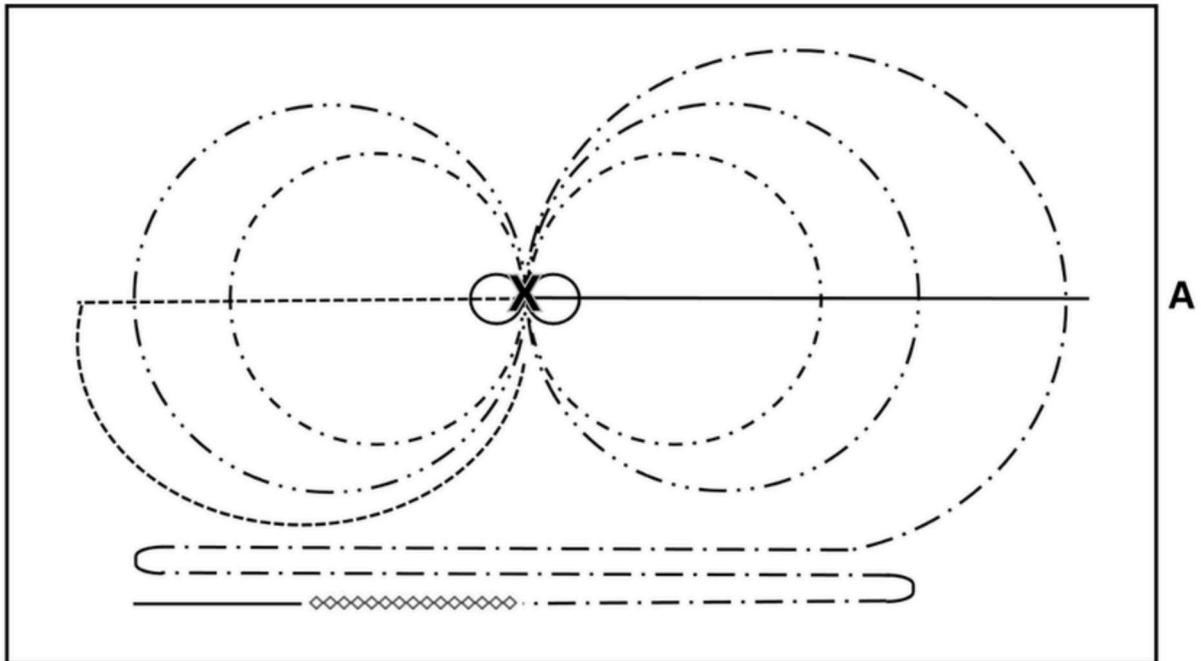
- 7 At X perform a slow lead change to the right.

- 8 Continue around arena at a working canter and at A run down and stop between the centre marker and B. Roll back to the left.

- 9 Continue around arena at a working canter and at D run down and stop between centre marker and C. Roll back to the right.

- 10 Run past the centre marker, stop and back up at least 6 paces. Acknowledge judge to show completion of pattern and walk out on a loose rein.

UNRESTRICTED



- 1 At A, acknowledge Judge and walk on a loose rein to X cracking whip. At X Trot along centre line continue around arena to the left and stop at X

- 2 2 Spins to the Left

- 3 2 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.

- 7 Flying change at X

- 8 Canter around arena to the right do not close circle. Rundown past B, stop and roll back to the left.

- 9 Rundown past C, stop and roll back to the right.

- 10 Rundown past the centre line, Stop, Settle and back up. Acknowledge judge walk out on a loose rein

WET PATTERNS



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

SMALL ARENA CATTLE WORK - Option A - Youth & Under 5's

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.