

The Australian Stock Horse Society Limited

EVENTS HANDBOOK

NCCA - Code of Cattle Care and Campdraft Competition Rules, ASHS – Team Yarding and Station Cutting

Section 9

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This Handbook contains the Rules and Regulations for Australian Stock Horse Events and Competitions for THE AUSTRALIAN STOCK HORSE SOCIETY LIMITED, as approved by the Board of Directors, and is effective from 1st April 2004.

Please note that from 1st April 2004, all prior regulations will be superseded and are null and void. The Board shall determine any question not provided for by these regulations. Alterations to the regulations by addition, deletion or amendment will be effected by resolution of the Board.

NOTICE

Branches and Management Councils may only conduct the events listed in this Handbook. The Board of Directors must approve any other event being considered by a Branch or Management Council prior to advertising the said event. The Society's Public Liability Insurance Cover will not cover Branches and Management Councils that act outside Approved Events or run events in conjunction with other committees or organisations.

CODE OF CATTLE CARE

1. INTRODUCTION

- 1.1. This Code is intended to complement and support existing legislation. The staging of campdrafts and the conduct of those involved are subject to the relevant legislation requirements in each State.
- 1.2. The rules for the care, treatment and welfare of campdraft livestock are to be observed by all campdraft personnel at each campdraft affiliated with the National Campdraft Council of Australia (NCCA) and their member Associations.
- 1.3. If, for any reason, there is a conflict between the rules of competition and the code for the care, treatment and welfare of campdraft livestock then the latter shall prevail, without qualification.
- 1.4. Any competitor failing to comply with the animal welfare rules of the NCCA including unnecessary roughness to livestock during competition in the opinion of the judges shall be disqualified from the event.

2. POLICY STATEMENT

- 2.1. It is the policy of the NCCA that animals used in campdraft events shall be treated humanely and with proper consideration for their health and welfare.
- 2.2. The rules for the conduct of campdraft events shall be consistent with this policy and shall be specifically designed to prevent cruelty and minimise the risk of unintentional injury or mistreatment.
- 2.3. The voluntary Code of Conduct shall be binding on the NCCA, its officers, members and affiliated campdraft committees.

3. CAMPDRAFT CATTLE

- 3.1. All cattle used in campdrafting must be a suitable size and in a healthy, strong condition, as dictated by normal circumstances for open range cattle in that particular region.
- 3.2. Female stock in obvious pregnant condition must not, under any circumstances, be used in any campdrafting event.
- 3.3. Assembly of stock must be in stock-proof yards. All yards and loading ramps must be constructed and maintained to minimise stress or inconvenience.
- 3.4. All cattle presented by the Committee for use in competition must be fed and watered in accordance with normal husbandry methods for cattle in transit by droving or motor transport.
- 3.5. Shelter from heat, wind and cold is not considered necessary for cattle except in extreme conditions of climate.
- 3.6. At the completion of unloading stock a representative of the promoting committee is to inspect stock and any injured animals are to be treated and placed in a situation to relieve stress as soon as practical.
- 3.7. During each and every event, a representative of the committee will supervise the use of stock to ensure the continued suitability of stock for use during such event.

- 3.8. If available, services of a veterinary surgeon will be procured to provide the humane destruction of any animal, which is deemed to be in a state of distress requiring such treatment. If a veterinary surgeon is not available, any competent paramedic and/or stock contractor may be procured to provide such services.
- 3.9. In campdrafting events, cattle may only be used once at the same venue.
- 3.10. The Judge may order the removal from the camp of unsound or distressed cattle.
- 3.11. All horses shall be presented in body condition and soundness satisfactory to the judge of the campdraft. The Judge must disqualify from competition any horse not meeting the requirements.
- 3.12. The Judge must disqualify any competitor causing unnecessary distress to either horse or beast in any campdraft.

4. GENERAL ANIMAL WELFARE CONCERNS IN CAMPDRAFTING

- 4.1. Poor preparation of arena surfaces.
- 4.2. Use of unfit and unsuitably trained horses for campdrafting events.
- 4.3. Overworking of cattle following the completion of Campdraft run.
- 4.4. Use of sharpened spurs.
- 4.5. Use of inappropriate bits that cause unreasonable pain and suffering.
- 4.6. Campdrafts being run in excessively hot weather.

CAMPDRAFT COMPETITION RULES

5. JUDGING - General

- 5.1. Where there are differences between ASHS and NCCA rules, ASHS rules will take precedence.
- 5.2. When selecting a Campdraft Course, the Judges should try to set a course, which will allow competitors to compete in an attacking and attractive manner. Under no circumstances should a Judge attempt to set a hard or difficult course as this practice only produces sub-standard campdrafting, which is unattractive to spectators and is not in the best interest of promoting the sport.
- 5.3. The Judge should address the competitors prior to the commencement of a campdraft.
- 5.4. Maximum points are: horse work — 70 points; cut out — 26 points; course — 4 points, to give a total of 100 points.
- 5.5. The number of cattle in the camp will be left to the discretion of the Judge, cattle steward and cattle donor. It is recommended that there shall be a minimum of six head of sound cattle in the cut out yard at any time. The exception being the Junior Campdraft, 8 years & under 13 years, where there is only one (1) head of sound stock in the camp.
- 5.6. Yard clearing and spelling procedures are to be specified at the beginning of the campdraft.
- 5.7. A competitor may discuss with the judge:
 - 5.7.1. Only course points or
 - 5.7.2. In a polite manner, aspects of the judge's ruling on their run.
- 5.8. THE JUDGE'S DECISION WILL BE FINAL.

- 5.9. When multiple Judges are used, individual scores should be announced prior to the aggregate score.

6. JUDGING – Cut Out/Camp

- 6.1. The Judge should order the removal from the camp of unsound or distressed cattle or cattle that may interfere with the competitor's cut out and immediately replace with the same number with sound cattle.
- 6.2. The competitor must not approach the cattle until instructed by the Judge.
- 6.3. Once a competitor starts to work a beast, they accept it as sound.
- 6.4. If a Judge deems it necessary to interrupt a competitor's cut out, a fresh beast may be selected if so desired; the original beast chosen must first be removed from the camp and replaced with a fresh beast.
- 6.5. Cut out points will be held by the horse whether it scores outside or not.
- 6.6. Disputes over foul-ups at the cut out gate will be settled by the Judge.
- 6.7. In the event of the beast breaking out of the face of the camp before the competitor calls for the gate, they must follow it. If the Judge considers the competitor has been unduly disadvantaged and has not significantly contributed to the breakout, a re-run may be awarded.
- 6.8. In the case of a breakout of cattle from the camp, the number of replacement cattle is to equal the number of breakout cattle.
- 6.9. Where a re-run is awarded in relation to rule 2.7 and 2.8 the competitor shall *receive the lesser of the two cut out scores*.
- 6.10. In any run-off for cut out prizes, each horse's score must be announced as soon as the individual cut out is completed. A fresh beast must be added after each cut out.
- 6.11. A committee using the two-camp system must clearly state on their program that the system will be used and also advise any prospective Judge.
- 6.12. DISQUALIFICATION – A competitor will be disqualified for:
- 6.12.1. Losing the beast twice into the cattle or, at the discretion of the Judge losing control of the beast for the second time.
- 6.12.2. Unnecessary delay while selecting a beast.
- 6.12.3. Changing beast after being clear of the cattle.
- 6.12.4. Calling for the gate with more than one beast in front of the horse and subsequently taking more than one beast out of the camp.

7. JUDGING – Horse Work/Course

- 7.1. The time limit for completion of course will be 40 seconds.
- 7.2. The maximum points for the course will be 4 points. Points for the course shall be allocated as follows: 2 points for the first peg; 1 point for the second peg; 1 point for the gate.
- 7.3. The course shall be either left or right hand at the discretion of the Judge and should be set to allow attractive campdrafting suited to the particular arena's size and condition.
- 7.4. The competitor is allowed two attempts at each peg.

- 7.18. DISQUALIFICATIONS – A competitor will be disqualified for:
- 7.18.1. Losing control of the beast in the arena.
 - 7.18.2. Running a beast into the arena fence.
 - 7.18.3. Running a beast around the back or past the gate before completing the first and second pegs.
 - 7.18.4. Running a beast outside the second peg before completing the first peg.
 - 7.18.5. Running a beast through the gate from the front.
 - 7.18.6. Running a beast past the gate on the wrong side.
 - 7.18.7. Failing to have control of the beast after passing behind the gate.
- 7.19. TERMINATION OF ROUND – A competitor shall cease to work the beast when:
- 7.19.1. The timekeeper's whistle has blown to terminate the round.
 - 7.19.2. The Judge terminates the round.
- 7.20. OTHER DISQUALIFICATIONS – A competitor will be disqualified for:
- 7.20.1. Turning tail to the beast. A tail turn is a turn executed by a horse in the opposite direction of the beast's line.
 - 7.20.2. Badly hocking the beast or running up its rump.
 - 7.20.3. A fall of horse or rider causing loss of control.
 - 7.20.4. Ill-treating stock - that is beast or horse.
 - 7.20.5. Refusal to compete on sound available stock.
 - 7.20.6. Not being present on the third call.
 - 7.20.7. Horse bucking, rearing or out of control.
 - 7.20.8. Excessive or harsh use of bit or spurs. No whip or switch may be used.
 - 7.20.9. Competitor is not considered to be in safe control of their horse.

8. CLASSES OF HORSES

- 8.1. Maiden Horses - A Maiden horse ceases to be a maiden if it has won an event in any class or contest except Junior, Juvenile, Futurity and Encouragement Campdrafts or Team events.
- 8.2. Novice Horses - A Novice horse is a horse which has won first prize in a Maiden, Novice, Ladies or Restricted Campdraft and remains a Novice until the horse has won a further five Novice Campdrafts. A horse that has won an Open Campdraft ceases to be a Novice. A horse can win six Novice Campdrafts if it has not won first prize in a Maiden.
- 8.3. Open Horses - An Open horse is a horse, which has won a first prize in an Open Campdraft or has completed its Novice status.

9. HORSE STATUS

- 9.1. Any event advertised as a Campdraft, either in written or verbal form of advertising, shall change the status of a horse whether the event is affiliated with a recognised Campdraft Association or not.
- 9.2. For a competition to be deemed a campdraft, either entry fees are charged or prizemoney given. Where awards are given and no additional entry fee is charged for any campdraft event, horse status will not be altered.

- 9.3. Restricted Campdrafts
- 9.3.1. A win in a registered Breed Society Campdraft, or Invitation Campdraft will alter the status of the horse as per the status of the event. If the class is unspecified, the status will be determined by the highest status of horse that competes.
- 9.3.2. A win in Restricted Campdrafts (e.g. Shire, Stallion, Old Buffers, Associate, Zone Finals and the like) will alter the status of the horse, as in Maiden.
- 9.4. The status of a horse, winning an unspecified class of campdraft, will be determined by the highest class of horse that competes, e.g. if one Open horse competes then it is classed as an Open Campdraft.
- 9.5. Where two or more horses tie for first place and a change of status is involved, the winner shall be determined by a run-off, however under exceptional circumstances, a toss of coin or drawing straws is allowable to determine the winner. A tie for first place will be classed as a win.
- 9.6. As a positive response to committees that wish to run a cattle-type contest without damage to a horse's status, the NCCA will accept the following types of contest without any penalty to the winning horse:
- 9.6.1. Cattle Working Contest — Contest 1
- 9.6.1.1. If cut out and horse work points are allocated by the Judge of the contest then both the first and second pegs must be removed from the course. The gate is optional to the committee.
- 9.6.2. Cattle Time Trial — Contest 2
- 9.6.2.1. The normal campdraft course may be used so long as the winner is determined on a "time" basis and the Judge allocates neither cut out nor horse work points.
- 9.7. Team Campdrafts do not affect the status of any horse.
- 9.8. At campdraft training days no horse's status will be broken.
- 9.9. Status of Horses at a fixture - At a fixture, the horse's status will be as at the beginning of each campdraft at that fixture.

10. COMPETITOR STATUS

- 10.1. JUNIOR RIDER
- 10.1.1. A Junior campdraft competitor shall be aged 8 years and under 13 years.
- 10.2. JUVENILE RIDER
- 10.2.1. A Juvenile campdraft competitor shall be aged 13 years and under 17 years. Under ASHS rules, the Juvenile age is 13 years and under 18 yrs.
- 10.3. ASSOCIATE RIDER
- 10.3.1. An Associate campdraft competitor shall be aged from 17 years and under 21 years. Under ASHS rules, the Associate age is 18 years and under 21 years.
- 10.4. ENCOURAGEMENT RIDER
- 10.4.1. An Encouragement Campdraft Competitor is one who has not won an Open Age campdraft (i.e. Maiden, Novice, Open, Ladies, Associate) or a Restricted campdraft as in 9.3.
- 10.4.2. A win will not alter the status of the horse. Competitors cease to be eligible to compete after winning two (2) Encouragements or one (1) Open Age campdraft.
- 10.4.3. Campdrafts for Encouragement riders may be further restricted by age, geography (e.g. Shire), status of horse (e.g. Maiden horse) or sex.

11. GENERAL RULES

11.1. TACK AND ATTIRE

- 11.1.1. Campdraft competitors must wear a hat or safety helmet, boots, collared full-buttoned shirt and long trousers in competition at all times. Competitors must be neat and presentable.
- 11.1.2. Competitors must be suitably attired and mounted for presentations.
- 11.1.3. Competitors are allowed to ride in saddlery of their own choice, and horses can be worked in any bits, bosals or hackamores, however the horse must have free use of its head and any type of head tie-down, running reins, head checks etc must not be used. The judge has the right to call on any competitor to inspect their gear and if gear is illegal, the competitor is compelled to remove the offending article before competing.
- 11.1.4. Suitable spurs are allowed but no whip of any kind may be carried or used by a competitor in a campdraft.
- 11.1.5. All nosebands attached to the bit are to be a minimum of 20mm in width and of leather construction.
- 11.1.6. Rings with Stops can be used in Junior, Juvenile, Encouragement, Maiden and Ladies Campdrafts.

11.2. ILLEGAL ENTRIES

- 11.2.1. Persons found guilty of an illegal entry of a horse must return all winnings relating to the offence to the Committee where the offence took place and the guilty party, including the horse, may be suspended for a minimum of three calendar months.

11.3. SUBSTITUTION

- 11.3.1. Changes of Rider between rounds is only permissible under special circumstances, (ie. sickness, injury, family sickness, bereavement and the like). No rider points will be allocated where a change of rider occurs.

11.4. INSUFFICIENT FULL SCORES

- 11.4.1. The cumulative score from each round be carried forward into subsequent rounds.
 - 11.4.1.1. Those competitors carried forward from an elimination round on a full score shall have preference in aggregate placings over those carried forward on cut out scores only.
 - 11.4.1.2. In the case of two or more full rounds and a final, those going into the final on a combination of full scores will have preference in aggregate placings.
- 11.4.2. If there are insufficient full scores to fill final placings, the Committee may use cut out scores only to fill minor placings.

11.5. PLACINGS IN AN EVENT

- 11.5.1. If there are two or more horses on the same score at the conclusion of an event or final of an event, placings will be decided on the run off score.

12. SMALL ARENA CAMPDRAFTING

- 12.1. Small arena campdrafting is conducted under the same rules as Large Arena Campdrafting and is a points Award event.
- 12.2. The recommended minimum width of the arena will be 40 metres and the recommended minimum length will be 70 metres.

12.3. Comments:

- 12.3.1. Any work using the arena fence and work taking the beast outside the course proper and returning to commence the course will be penalised and judged accordingly in horse work points. It will be up to the Judge to determine when a rider has lost control and end the work.

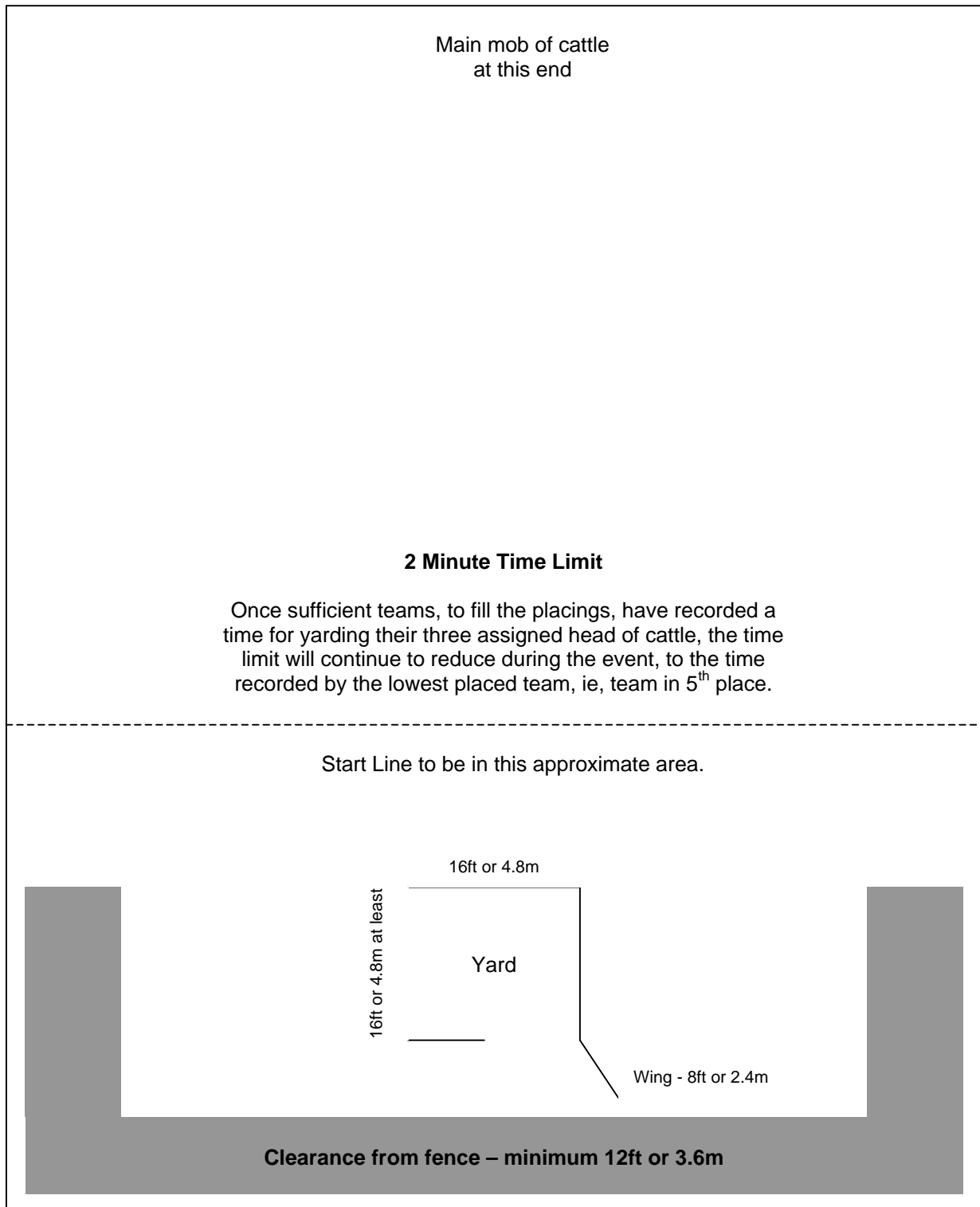
TEAM YARDING

13. RULES

- 13.1. A team consists of three riders.
- 13.2. Announcer to advise the collar colour, or the cattle identification number, as the first competitor crosses the starting line.
- 13.3. Within a two minute time limit, a team will attempt to cut out from the mob and yard three (3) head of cattle with the same assigned colour or identity number. A 30 second warning bell should be given prior to the end of the run.
- 13.4. Once sufficient teams to fill the placings, have recorded a time for yarding their three assigned head of cattle, the time limit will continue to reduce during the event, to the time recorded by the lowest placed team, ie, team in 5th place.
- 13.5. The starting line will be either in the centre of the arena or can be on the yard side of centre. All cattle must be behind the starting line before time begins.
- 13.6. Time for a run commences when the first of the three horses crosses the starting line.
- 13.7. The yard will be located either in the centre or to one side of the arena.
- 13.8. The yard to be approximately 16ft (4.8 metres) wide and at least 16ft (4.8 metres) deep with one 8ft (2.4 metres) wing.
- 13.9. The yard and the end of the wing to be a minimum of 12ft (3.6 metres) from the fence line.
- 13.10. A team can call for time only once.
- 13.11. To call for time one rider must stand in the gateway and raise his/her hand after some, or all, of the assigned cattle are yarded.
- 13.12. A team may call for time with only one or two of the assigned cattle yarded, however, teams yarding three head of cattle will place higher than those yarding two and two will place higher than one, regardless of time.
- 13.13. Time cannot be given until the assigned cattle are in the yard and all other cattle are behind the starting line.
- 13.14. No time will be given if incorrect cattle are in the yard when time is called.
- 13.15. A team exhibiting any unnecessary rough handling or riding into the mob at excessive speed, may be disqualified.
- 13.16. No whips can be carried into the arena. No hitting of cattle with any object will be allowed.
- 13.17. Cattle must be gathered and settled prior to each run.
- 13.18. The organising committee will determine the number of runs allowed per competitor and number of times a horse may compete in any one event.
- 13.19. It is recommended that there be 30 head of cattle in the arena for most competitions. Local conditions and arena size may dictate a variation to this number. It is recommended that no more than 18 head are used for junior events.
- 13.20. At the discretion of the judge a team may be awarded a re-run if one or more head of their cattle is deemed unsuitable or escapes from the arena.

- 13.21. Any more than 5 head of cattle across the starting line at any time incurs a no time (disqualification).
- 13.22. An elected disputes committee must be available to deal with any breach of rules or protest.

14. LAYOUT OF TEAM YARDING ARENA



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STATION CUTTING

15. WHAT IT'S ABOUT

- 15.1. To select a single steer from the mob – gently guide it into the centre of the arena and then with lightning fast starts and turns, prevent it from ducking past the horse and escaping back to the safety of the mob.
- 15.2. Cutting out cattle from a mob is a necessity in the beef producing areas of outback Australia where station hands overcome isolation and the lack of facilities to separate individual cattle for branding, market, medical treatment or drafting.
- 15.3. In the controlled environment of an arena, it developed as an event, known as Station Cutting. The event comes alive in a test of intelligence, training and skill. In competition, the horse and rider must work together as a team in demonstrating their cattle handling skills.
- 15.4. The horses are specially trained and are known for their athletic ability and good temperament. Station Cutting offers excitement for competitors and spectators alike.

16. JUDGING THE COMPETITION

- 16.1. The event begins as horse and rider cross the time line and move quietly towards the mob, deliberately and without hesitation. Competitors have a maximum time limit of two minutes to complete their work.
- 16.2. The rider may use two hands on the reins and have light contact with the horse's mouth whilst selecting and working the beast. Once the beast is isolated from the mob and in the working area, the rider should allow the horse more freedom to demonstrate its skills.
- 16.3. The horse should match the beast's every move to prevent its natural inclination to return to the mob. The horse should show the ability to react instinctively to the beast's movements, with minimal direction from the rider.
- 16.4. Competitors are allowed a maximum of three head of cattle to work. The competitor may quit the beast when:
 - 16.4.1. The beast is under the competitor's control,
 - 16.4.2. The beast is obviously turned away, or
 - 16.4.3. The beast is lost behind the turnback horses.
- 16.5. The horse should not lose his working advantage by going past a working beast.
- 16.6. The competitor will cease being judged once three beasts have been worked or the time limit has expired – whichever occurs first.
- 16.7. Once the time limit has expired, a bell or whistle will be sounded and the competitor must cease work immediately.
- 16.8. The Judge will evaluate the competitor's work as follows:
 - 16.8.1. The challenge put forward by the beast – the speed and determination of the beast to return to the mob.
 - 16.8.2. The horse's instinctive reactions and ability to block and hold the beast in the working area away from the mob.
 - 16.8.3. Errors in judgement by the horse or rider during the competition.
- 16.9. The competitor will be scored out of 100 points. The competitor with the highest points will be declared the winner. In the event of two or more horses having equal top points, a run-off will be required to determine the winner.

17. SCORING THE EVENT

- 17.1. The event will be scored out of 100 points to be divided as follows:
- 17.1.1. Cut out 25 points
 - 17.1.1.1. The horse and rider's ability to cut out the chosen beast and move it to the working area as expeditiously as possible without causing disturbance to the mob.
 - 17.1.1.2. The horse and rider's ability to enter the mob quietly with very little disturbance to the mob or to the beast brought out.
 - 17.1.1.3. The horse and rider's ability to cut out the beast toward the working area to commence competition.
 - 17.1.2. Control 25 points
 - 17.1.2.1. The horse and rider's ability to keep the beast in the centre of the working area.
 - 17.1.2.2. A horse that works the cattle smoothly and retains the working advantage.
 - 17.1.2.3. The horse driving the beast a sufficient distance from the mob to assure that the mob will not be disturbed.
 - 17.1.3. Degree of Difficulty 25 points
 - 17.1.3.1. How fast the beast moves in its efforts to escape from the working area, coupled with how close the horse has to get to the beast in its efforts to keep it in the working area.
 - 17.1.4. Eye Appeal 25 points
 - 17.1.4.1. Overall impression of how the horse and rider looked and how correctly they performed the above tasks.
 - 17.1.4.2. A horse that works the beast in a smooth and effective manner with minimal assistance from the rider.
- 17.2. The points for the four categories above are added together and the total number of penalties is deducted to obtain a score.

18. PENALTIES

- 18.1. The competitor will be penalised each time the following occurs:
- 18.1.1. Minor penalties – one point
 - 18.1.1.1. Any noise directed by the contestant towards the mob or beast.
 - 18.1.1.2. A horse being visually cued by the rider.
 - 18.1.1.3. A horse losing the working advantage, by going past the working beast.
 - 18.1.2. Intermediate penalties – three points
 - 18.1.2.1. Each time a horse scatters the mob while working a beast or picks up other cattle through the fault of the horse.
 - 18.1.2.2. The competitor will be penalised each time the back or side fence actually stops or turns the beast being worked.
 - 18.1.2.3. Quitting a beast not under the competitor's control.
 - 18.1.2.4. The horse being excessively spurred or spurred on the shoulder.

- 18.1.2.5. The horse pawing, biting or kicking at cattle.
- 18.1.3. Major penalties – five points
 - 18.1.3.1. The horse loses the beast back into the mob.
 - 18.1.3.2. Failure to separate a single beast after leaving the mob.
 - 18.1.3.3. Changing cattle after a specific commitment.
 - 18.1.3.4. A competitor who, in the opinion of the Judge, continues to work a beast after the time limit bell or whistle has sounded.
- 18.1.4. Elimination
 - 18.1.4.1. At the Judge's discretion, a competitor may be eliminated for horse abuse or excessive disturbance to the mob or mistreatment of cattle.
 - 18.1.4.2. If a horse's tail turns towards the beast being worked.
 - 18.1.4.3. When a rider falls from a horse and/or the horse falls to the ground.
 - 18.1.4.4. Illegal tack.

19. TACK AND ATTIRE

- 19.1. Horses must be ridden in a bridle with a snaffle bit. The bridle shall have no noseband or head checks, running reins, running rings or any device giving the rider extra control over the horse.
- 19.2. Australian style stock saddles are preferred (stirrups and leathers optional style). Fender saddles are permitted. Western saddles or saddles with a horn are not permitted.

20. CATTLE

- 20.1. It is important that the cattle are in good physical condition and should weigh 220 kilograms or more. Yearling and two year old cattle are quite acceptable.
- 20.2. Cattle, which have previously been used for a cutting event, should not be used.
- 20.3. The committee should allow a minimum of two and a half cattle per competitor, per round. Cattle, at the commencement of a round, must be considered fresh.
 - 20.3.1. The number of cattle in the arena will depend on the size of the arena. Committees should consider the number of cattle that fit safely into the arena (between 15 and 25 cattle). Then calculate how often the cattle should be replaced with fresh cattle (2½ cattle per competitor). Committees may adopt the following guidelines for the number and how often the cattle should be changed:
 - 20.3.1.1. 15 cattle in the arena –change cattle every 6 competitors.
 - 20.3.1.2. 20 cattle in the arena – change cattle every 8 competitors.
 - 20.3.1.3. 25 cattle in the arena – change cattle every 10 competitors.
 - 20.3.2. To calculate the number of cattle required for the event, Committees may adopt the following:
 - 20.3.2.1. Firstly, select the number of arena cattle available for the competition to obtain the cattle change number (as shown above). Divide the total number of competitors for the event by the cattle change number. Round the number up (if necessary), then multiply the new number by the number of cattle in the arena. For example:
 - 20.3.2.1.1.

Competitors 55, Arena Cattle 20, Cattle Change 8

Total number of competitors	55
Divided by - How often the cattle change occurs	8
Sub Total	6.875
Sub Total number – Rounded up	7
Multiply by - Number of cattle in the arena	20
Total number of cattle required for the event	140 head

21. DUTY OF TURN BACK RIDERS

- 21.1. The competitors are responsible for providing their own turn back riders. Depending on the size of the arena, two or four turn back riders may be required.
- 21.2. Turn back riders are required to settle the cattle prior to the competitor crossing the starting line.
- 21.3. The duty of turn back riders is to provide the competitor with ample opportunity to separate the beast from the mob. Once the beast is separated, the turn back riders, positioned in front of the working area, should block the beast in such a way that the competitor has an excellent opportunity to show the horse's potential.
- 21.4. Any excessive action by the turn back riders to help the competitor (ie, saving a major penalty from occurring) will be dealt with as a reduction of points for the competitor, even though there is no specific penalty for this action.

22. JUDGING CARD

Name of Event:	
Name of Show:	
Name of Judge:	

Horse					
Rider					
Cut Out 25 Points					
Control 25 Points					
Degree of Difficulty 25 Points					
Eye Appeal 25 Points					
Sub - Total 100 points					
1 Point Penalties					
3 Point Penalties					
5 Point Penalties					
Total					

23. LAYOUT OF CUTTING ARENA

