

The Australian Stock Horse Society Limited
EVENTS HANDBOOK
Led, Hack, Working, Time Trial, Show Hunter and
Working Hunter Events
Section 4
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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Please note that from 1st April 2004, all prior regulations will be superseded and are null and void.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.

ASHS – EVENTS HANDBOOK

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version 2

Reprinted to Incorporate Amendments

1st November 2006

LED ASH CLASSES

1. LED CLASSES

- 1.1. Horses in Led ASH classes are assessed on their temperament, conformation, movement and soundness. The horse should show the qualities and type that define the breed. The horse's body should be balanced in accordance with the size of the horse and it should possess a calm temperament and good nature.
- 1.2. The objectives of Led ASH classes are to provide opportunities for members who currently own or breed Australian Stock Horses, to compare their horse's conformation, temperament and movement. The aim of Led ASH classes is to promote good conformation, movement and temperament, as well as good horsemanship and showmanship skills.

2. TYPES OF CLASSES

- 2.1. Committees should set classes to suit the majority of Branch members. A suggested break-up of classes is as follows:
 - 2.1.1. AGE Yearling, 2 yrs old, 3 yrs old, 4 yrs old, 5 yrs and Over.
 - 2.1.2. SEX Filly, Colt, Mare, Stallion, Gelding.
 - 2.1.3. HEIGHT 15hh and Under, Over 15hh.

3. COMPETITION STYLES

- 3.1. Group Led classes are additional classes if entries justify them. Horses shown in group classes must be registered ASH and eligible to be shown. At the Committee's discretion and stipulated on the programme, group entries may consist of two or three horses. These group classes are as follows:
 - 3.1.1. SIRE'S GROUP – Horses of any age/sex, all by the same sire, presented as one entry. The sire must be registered with the ASHS, even though not shown. The entry must be made in the name of the sire and the results will be recorded to the relevant sire. The same member need not own all horses shown.
 - 3.1.2. DAM'S GROUP - Horses of any age/sex, out of the same dam, presented as one entry. The dam must be registered with the ASHS, even though not shown. The entry must be made in the name of the dam and the results will be recorded to the relevant dam. The same member need not own all horses shown.
 - 3.1.3. BREEDER'S GROUP - Horses of any age/sex, all bred by the one member, presented as one entry. The breeder must be a financial member of the Society. The entry must be made in the name of the breeder and the results will be recorded to the relevant breeder. The same member need not own all horses shown.
 - 3.1.4. OWNER'S GROUP - Horses of any age/sex, currently owned by the one member, presented as one entry. The owner must be a financial member of the Society. The entry must be made in the name of the owner and the results will be recorded to the relevant owner.

4. NOTES FOR COMPETITORS

- 4.1. For the young, or not so young, showing offers a challenge. Led classes can begin at your local Branch show and as your skills increase you can progress and perhaps one day compete with the best at a Royal Show.
- 4.2. Presentation plays a major role in Led classes and first impressions are important. Take the time to present yourself and your horse in a clean and tidy condition. It takes a great deal of time, effort and dedication to be successful. It is a good idea to watch the professionals and take notice how they and their horses are turned out.
- 4.3. Quality food and proper exercise are the first steps to ensuring that your horse looks his best. Rugging, grooming and stabling are also important factors when preparing your horse for Led classes.
- 4.4. When competing, stand your horse squarely on all four feet and keep the horse posed at all times.
- 4.5. Stay calm, confident and collected and remain attentive whilst keeping an eye on the Judge and the other horses in the event. At all times be courteous to the Judge and other competitors.
- 4.6. Be very critical of conformation in prospective show horses and choose the horse carefully. A badly conformed horse will appear ugly to a knowledgeable Judge and the show venture will be unsuccessful before it starts.

5. JUDGING PROCEDURE

- 5.1. Judging begins when the horses are led into the ring. As the horses are being led into the ring the Judge stands back far enough to get an overall view of the horses entering. This allows an immediate assessment of the horses to be judged.
- 5.2. The horses should be worked around the ring as directed by the Judge. Competitors should avoid bunching in a group, so the Judge can see all the horses competing. A large class should be led on the circle for the Judge to select horses for an individual workout
- 5.3. When the Judge has called competitors into the ring, they should form an orderly line from the right, leaving sufficient space between each horse so that the Judge can walk freely between the horses. No competitor should talk while waiting in the ring.
- 5.4. Horses are inspected closely for soundness and overall conformation. The front and back legs should be observed while the horses are lined up.
- 5.5. The next step is to have each horse walk and trot to the Judge's instructions.
- 5.6. The Judge should then observe the action and behaviour of the horse.
- 5.7. Upon completion of all workouts the Judge will place the horses in order of merit.
- 5.8. Patterns may be adapted at the discretion of the Judge according to local conditions.
- 5.9. Patterns may be Judged in their entirety for a single total score OR each transition and movement can be scored separately for a total score.
- 5.10. NOTES FOR JUDGES
 - 5.10.1. A Judge must know all the external points of a horse and have a good understanding of the characteristics that define the ASH breed.
 - 5.10.2. A Judge must know how a horse with excellent conformation should look and develop a mental image of the ideal ASH. The ability to judge will improve if you can compare the horse you see with the ideal image you have fixed in your mind.
 - 5.10.3. The Judge should be able to recognise any conformation faults of a horse, including straightness of legs, length of bones, angles of joints, desired muscling, length of neck and back and overall balance.

- 5.10.4. Allowances should be made for minor blemishes due to previous injuries.
- 5.10.5. Horses showing conformation faults in Led ASH classes should score lower in the Judge's mental assessment, ie, splay-footed, knock-kneed, narrow front, base wide, bow-kneed, calf kneed, cow hocked, pastern too straight, straight shoulder, ringbone, and the like.
- 5.10.6. The horse's movement should be rhythmical while moving in a straight line. Horses showing movement faults should score lower in the Judge's assessment, ie, brushes legs, paddles, stringhalt, short stride, stiff action, and the like.
- 5.10.7. The Judge may ask a competitor to leave the ring if their horse becomes unruly at any stage or is dangerous to other competitors. The horse should not buck, bite, kick or refuse to comply.
- 5.10.8. The horse should be relaxed and not show signs of nervousness. Young horses may show some signs of tension when taken to initial outings – anxiety, jumpy, pawing, whinnying, etc.
- 5.11. Judging procedure for supreme events or events with two or more Judges:
 - 5.11.1. Where two or more Judges combine to Judge a singular event (i.e. Supreme), a point scoring system will be used. The number of horses in the event will determine the number of points allocated. (i.e. horse awarded third place receives 3 points.) The Judge's scores are then added up and the horse with the lowest score is deemed the winner of the event. In the event of a tie each Judge gives each horse a score out of 100. All scores are then added and the horse with the highest score is deemed the winner of the event.

ASH HACK CLASSES

6. HACK CLASSES

- 6.1. Hack classes are for ridden horses. A hack must have abundant presence and quality and be well schooled. It is the horse, not the rider, that is judged in Hack classes and it is assessed on behaviour, conformation, movement and responsiveness to the rider.
- 6.2. The Judge looks for a calm, supple and obedient horse that moves freely forward in all paces. Hacks should be fluent and flowing in their movement.
- 6.3. In Hack classes, the Judge will be looking for a horse which is forward-moving, balanced and rhythmic in all its paces. It must be well-conformed and present an overall picture of balance and quality.

7. TYPES OF CLASSES

- 7.1. Committees should set classes to suit the majority of Branch members. A suggested break-up of classes is as follows:
 - 7.1.1. AGE Under 4 yrs, 4 yrs old, 5 yrs and Over.
 - 7.1.2. SEX Filly, Colt, Mare, Stallion, Gelding.
 - 7.1.3. HEIGHT 15hh and Under, Over 15hh.
 - 7.1.4. RIDER Juniors, Ladies, Gents, Masters (over 40), Veterans (over 70).
- 7.2. Stallions and colts are not allowed in hack classes apart from those specifically for stallions and colts.

8. COMPETITION STATUS

- 8.1. Competition status for Hack classes is as follows:
 - 8.1.1. MAIDEN HACK - A horse that has not won a hack class at any show, open gymkhana or similar event, except wins in youth, consolation or restricted age classes (see below).
 - 8.1.2. NOVICE HACK - A horse remains a novice until it has won three novices or an open hack class at any show, open gymkhana or similar event, except wins in youth, consolation or restricted age classes (see below).
 - 8.1.3. OPEN HACK - A horse that has won three novices or an open hack class. An open hack class has no restriction on the maximum age of horses eligible to compete, but may be restricted to an individual sex or height, ie, Hack - Mare 4 yrs and Over, 15hh and Under.
- 8.2. RESTRICTED AGE CLASS - A restricted age event stipulates a maximum age for entries as 4 years and under and the event does not affect the competition status of a horse.
- 8.3. A horse will not change its competition status in hack classes by winning a hack section in a futurity, maturity or challenge or an event restricted to entries from the local area or district.

9. COMPETITION STANDARDS

- 9.1. Competition standards for Hack classes are as follows:
 - 9.1.1. A Maiden Hack will be required to walk, trot and canter. At this level, the change of lead should be done at the trot and the transitions through the paces are progressive, ie, walk, trot, canter or canter, trot, walk.
 - 9.1.2. A Novice Hack should be more collected and balanced than a maiden horse and the transition of paces may be required from walk to canter. Other requirements may be a hand gallop or walk on a loose rein. A novice horse must be able to perform smooth transitions.
 - 9.1.3. An Open Hack should be able to perform all the movements described for the Novice hack. The Judge may also ask the horse to perform lengthening of stride, flying changes, serpentines and perhaps a back-up.

10. OTHER COMPETITION STYLES

- 10.1. Other competition styles for hack classes are as follows:
 - 10.1.1. Pleasure Hack or Pleasure Horse - The horse must be ridden in a plain bridle with a snaffle bit. The rider must not wear spurs or carry a whip and the reins are held in one hand only. Emphasis should be placed on temperament, obedience, conformation and comfortable riding qualities. The winner of a Pleasure Hack or Pleasure Horse class is not eligible to compete in championship classes.
 - 10.1.2. Educated Hack - The horse may be ridden in a double rein bridle. The horse should have mastered all the paces and be responsive to the rider's commands. Change of transitions should be smooth and the horse should be balanced and rhythmic in all paces.
 - 10.1.3. Station Hack or Station Horse - The horse and rider must only be presented in Australian Stock Horse tack and attire. The horse should have an excellent temperament and be able to complete the activities in a relaxed manner.
 - 10.1.4. Ladies Hack - A horse ridden by a lady, 18 years and over.
 - 10.1.5. Gents Hack - A horse ridden by a gentleman, 18 years and over.
 - 10.1.6. Youth Hack - A horse ridden by a person under 18 years of age.

- 10.1.7. Consolation Hack – A horse that has not won a prize on the day of the show. The winner of a Consolation Hack class is not eligible to compete in championship classes.

11. JUDGING PROCEDURE

- 11.1. The horses should be worked around the ring as directed by the Judge. Competitors should avoid bunching in a group, so the Judge can see all the horses competing. Competitors must be alert and be listening for orders from the Judge.
- 11.2. A large class should be worked on a circle, at a walk, trot and canter for the Judge to select about eight horses for an individual workout.
- 11.3. When the Judge has called competitors into the ring, they should form an orderly line from the right leaving sufficient space between each horse so that the Judge can walk freely between the horses. If there is a long wait, horses may be allowed to relax, but not the rider. No competitor should talk while waiting in the ring.
- 11.4. The Judge should inform the competitors of the required workout which should consist of walking, trotting and cantering. Depending on the level of competition, class or age of the horse, the Judge may choose a workout which consists of the above paces or includes more difficult movements, ie, extended paces, hand gallop, flying or simple change of lead, back-up, side pass, etc.
- 11.5. Competitors should at all times be courteous to the Judge, Steward and other competitors, and must never forget to offer their congratulations to all prize winners. Whether a prize is gained or not, competitors must stay in line until requested to leave the ring by the Steward. Remember, the judging is not finished until the ribbons are awarded. The competitors should not leave the ring until directed by the Judge or Steward.
- 11.6. Patterns may be adapted at the discretion of the Judge according to local conditions.
- 11.7. Patterns may be Judged in their entirety for a single total score OR each transition and movement can be score separately for a total score.
- 11.8. Basic requirements:
- 11.8.1. The Judge should be looking for a calm, supple and obedient horse, which moves freely forward in all paces. Hacking should not be a struggle between horse and rider combinations but a fluent and flowing demonstration of the horse's basic training.
- 11.8.2. The Judge should have basic knowledge of movements required by hacks.
- 11.8.3. The Judge should know good and bad conformation points.
- 11.9. Recommended judging procedure:
- 11.9.1. Horses to be paraded on the ring. It is recommended that no more than 12 horses at anyone time be viewed for selection.
- 11.9.2. It is recommended that prior to final selection all horses on the ring be viewed at walk, trot and canter on both reins to ensure that all finalists are deemed to have equal balance in both directions.
- 11.9.3. It is recommended that the number of horses selected from each go round befit the needs of the class size.
- 11.9.4. It is recommended that in the event of a multiple go rounds where by the number of finalists exceed by more than two the number of awards available that a second go round be conducted to reduce the final selections to receive an individual workout pattern by no more or less than two over the required number of horses to fill the placing's.

- 11.10. Judging procedure for supreme events or events with two or more Judges:
- 11.10.1. Where two or more Judges combine to Judge a singular event (i.e. Supreme), a point scoring system will be used. The number of horses in the event will determine the number of points allocated. (i.e. horse awarded third place receives 3 points.) The Judge's scores are then added up and the horse with the lowest score is deemed the winner of the event. In the event of a tie each Judge gives each horse a score out of 100. All scores are then added and the horse with the highest score is deemed the winner of the event.

WORKING ASH CLASSES

12. WORKING CLASSES

- 12.1. Working classes are to show the ability of a horse to manoeuvre at all paces, with control and obedience. The horse should be light on its feet, well balanced and responsive, with no resistance to the bit, no anticipation or disobedience. All fast work asked for must be executed in a fast manner (subject to ground conditions).

13. TYPES OF CLASSES

- 13.1. Committees should set classes to suit the majority of Branch members. A suggested break-up of classes is as follows:
- 13.1.1. AGE Under 4 yrs, 4 yrs old, 5 yrs and Over.
- 13.1.2. SEX Filly, Colt, Mare, Stallion, Gelding.
- 13.1.3. HEIGHT 15hh and Under, Over 15hh.
- 13.1.4. RIDER Juniors, Ladies, Gents, Masters (over 40), Veterans (over 70).

14. COMPETITION STATUS

- 14.1. Competition status for Working classes is as follows:
- 14.1.1. MAIDEN CLASS - A horse that has not won a working class at any show, open gymkhana or similar event, except wins in youth or restricted age classes (see below).
- 14.1.2. NOVICE CLASS - A horse remains a novice until it has won three novices or an open working class at any show, open gymkhana or similar event, except wins in youth or restricted age classes (see below). Maiden horses may compete in novice classes at the discretion of the Organising Committee.
- 14.1.3. OPEN CLASS - A horse that has won three novices or an open working class. An open working class has no restriction on the maximum age of horses eligible to compete, but may be restricted to an individual sex or height, ie, Working - Mare 4 yrs and Over, 15hh and Under. Maiden and Novice horses may compete in Open classes at the discretion of the Organising Committee.
- 14.2. RESTRICTED AGE CLASS - A restricted age event stipulates a maximum age for entries as 4 years and under and the event does not affect the competition status of a horse.
- 14.3. A horse will not change its competition status in working classes by winning a working section in a futurity, maturity or challenge or an event restricted to entries from the local area or district.

15. COMPETITION STANDARDS

- 15.1. Competition standards for Working classes are as follows:
- 15.1.1. Maiden, 3 yr old, Junior Rider - The horse should be able work on a light rein at a walk, trot and canter. The horse should be expected to canter a figure of eight with a simple change of lead and produce haunch turns.
 - 15.1.2. Novice, 4 yr old, Juvenile Rider - The horse should be able to work collected or on a light rein. The horse should be expected to walk, trot, canter, hand gallop and back-up 3 - 5 strides. The horse should be able to produce a simple or flying change, stop and medium pace haunch turns.
 - 15.1.3. Open - The horse should be able to work collected, fast or on a light rein on small or large circles. The horse should walk, trot, canter and gallop. The horse must be able to produce flying changes, a fast stop, quality haunch turns and roll backs depending on the working pattern or Judge's directions. The horse could also be expected to back-up 4 - 8 strides or produce a 360° spin. The horse should quickly settle after fast work and continue in a relaxed and calm manner.

16. OTHER COMPETITION STYLES

- 16.1. Other competition styles for Working classes are as follows:
- 16.1.1. Station Horse or Station Hack - The Judge should be looking for a horse that a station hand would use around a station. The horse should be able to work stock and allow the rider to carry a raincoat, open a gate and crack a stockwhip. The horse should have an athletic ability, an excellent temperament and be able to complete the activities in a relaxed and calm manner. The horse should be able to walk at a good pace on a light rein. The pattern could include: walk, trot, canter, gallop, lead changes, stop and back-up. If the following items are available they could be included in the working pattern: gate, raincoat, stockwhip. The judge may request part of the pattern to be ridden one handed.
 - 16.1.2. Utility Horse – This event is designed to exhibit the versatile qualities of the horse. The horse could be asked to complete a course, which may include: walk, trot and canter sections, side pass over an object, walk over a bridge, walk and trot over poles, jump a log, back through parallel poles or around a drum, from a canter – stop within a square and canter out of the square and the like. The horse should complete each obstacle in a confident, relaxed and calm manner, skilfully placing his feet whilst being responsive to the rider's commands.
 - 16.1.3. Polocrosse Horse - The Judge should be looking for a horse suitable to play polocrosse. The horse should accept a racquet and ball, be able to show the ability required to challenge other horses and be able to follow the line of the ball. The horse should be very athletic and the horse's temperament should be settled whilst galloping, turning on haunches, checking or stopping. The horse should be presented in a manner suitable to play the game. Head checks are acceptable for this event.
 - 16.1.4. Polo Horse - The Judge should be looking for a horse suitable to play polo. The horse should accept ball and mallet and be able to follow the line of the ball. The horse should be fast and able to push other horses for the line of the ball. The horse should be presented in a manner suitable to play the game. Head restraints used when playing the game are acceptable for this event.

17. JUDGING PROCEDURE

- 17.1. Judging procedure is to be a pattern set by the Committee or Judge on the day and can include elements encountered in that particular style of event.
- 17.2. The Judge should be looking for an easy flowing workout, not one where the rider has to rough handle the horse to make it perform. On completion of the workout the horse should be settled and return to the Judge in a calm manner.
- 17.3. Each horse should be judged on its individual workout.
- 17.4. NOTE: Judges can refer to recommended patterns included in the pattern book.
- 17.5. Patterns may be adapted at the discretion of the Judge according to local conditions.
- 17.6. Patterns may be Judged in their entirety for a single total score OR each transition and movement can be scored separately for a total score.
- 17.7. Basic requirements:
 - 17.7.1. The characteristics of a good working horse are: good manners, the horse should be active and smooth and have his feet under him at all times - especially when stopping or turning on haunches, a soft mouth and respond to a light rein, maintain its head in a natural position and be able to work at a reasonable speed whilst under the control of the rider.
 - 17.7.2. The Judge's overall assessment of a horse would be reduced, depending on the degree in which the horse portrays the following: lameness, throwing or raising head, mouth open, pulling, breaking gaits, stumbling, bucking, anticipating cues, switching tail, cross-gaiting, refusing lead changes, and the like; or unnecessary aids given by the rider - spurring, jerking the reins, etc.
 - 17.7.3. A fall of horse or rider during the working pattern will result in disqualification.
 - 17.7.4. Failure to follow the pattern will result in a loss of points or disqualification, at the Judge's discretion.
 - 17.7.5. At the Judge's discretion, a horse deemed to be out of control should be disqualified.
- 17.8. Judging procedure for supreme events or events with two or more Judges:
 - 17.8.1. Where two or more Judges combine to Judge a singular event (i.e. Supreme), a point scoring system will be used. The number of horses in the event will determine the number of points allocated. (i.e. horse awarded third place receives 3 points.) The Judge's scores are then added up and the horse with the lowest score is deemed the winner of the event. In the event of a tie each Judge gives each horse a score out of 100. All scores are then added and the horse with the highest score is deemed the winner of the event.

TIME TRIAL EVENTS

18. TIME TRIALS

- 18.1. Time Trials are a test of the horse's ability and tractability. They were originally designed as a competition in times of cattle shortage. Today they are accepted as a test of a horse in another discipline, as part of a challenge event or as an event in its own right.
- 18.2. The objects that are encountered in time trials should reflect only those types of obstacles that may be encountered in the bush or country. Hessian walls, plastic tarps, the act of backing through rails and so on, are not obstacles normally encountered. While they may reflect the horse's training to accept unusual elements, they do not necessarily test a horse's ability to perform difficult manoeuvres at fast pace – which is what the time trial is all about.
- 18.3. The modern time trial is designed with walk and trot sections and there are penalties for each broken stride. These sections ensure that the horse has a cool frame of mind.

19. TYPES OF CLASSES

- 19.1. Committees should set classes to suit the majority of Branch members. A suggested break-up of classes is as follows:
- 19.1.1. AGE Under 4 yrs, 4 yrs old, 5 yrs and Over.
 - 19.1.2. SEX Mare, Stallion, Gelding.
 - 19.1.3. RIDER Juniors, Ladies, Gents, Masters (over 40), Veterans (over 70).

20. JUDGING PROCEDURE

- 20.1. Each horse is timed. There are at least two official timers - an official timer and a check timer. These timers to remain the same throughout the event, except in the case of sickness or injury.
- 20.2. Each horse may have only one start in the event. A flying start is permitted in some patterns.
- 20.3. Depending on the pattern, penalties or disqualification may result from a break of pace, a knocked down peg, knocking over an obstacle, etc. A broken peg will be deemed knocked down.
- 20.4. Disqualification will result from taking an obstacle in the wrong direction or not following the prescribed pattern.
- 20.5. The Judge will record a time and assess the competitor's completion of the course for penalties. The time in seconds, plus penalties will become the score. The lowest score will be determined as the winner.

21. TACK AND ATTIRE FOR TIME TRIAL EVENTS

- 21.1. The competitor's attire must be neat and presentable at all times. Competitors must be mounted for presentations.
- 21.2. The standard for the rider's attire is as follows:
 - 21.2.1. Australian style felt hat or an equestrian helmet approved by the current Australian Standards Association or international equivalent. Competitors under 18 years - refer to regulations on protective headgear. No sports caps.
 - 21.2.2. Collared shirt with sleeves or polo shirt with sleeves.
 - 21.2.3. Stockman cut trousers, jodhpurs or jeans.
 - 21.2.4. Elastic sided short riding boots, boots worn inside trousers or top boots.
 - 21.2.5. In extreme weather conditions, a suitable jacket.
- 21.3. Competitor's standard for tack is as follows:
 - 21.3.1. Any type of bridle or bit with leather or webbed reins is permitted. Cavesson and nosebands are permitted. Bosals and hackamores are not permitted.
 - 21.3.2. Stock saddles, fender saddles or English saddles are permitted. Western saddles or saddles with a horn are not permitted.
 - 21.3.3. Breastplates are recommended.
 - 21.3.4. Head checks or running reins with stoppers are NOT permitted.
 - 21.3.5. Spurs are permitted.
- 21.4. The Judge has the right to call on any competitor to inspect their attire and tack and if illegal, the competitor is compelled to remove or change the offending article before competing.

SHOW HUNTER ASH CLASSES

22. SHOW HUNTER CLASSES

- 22.1. Horses in Show Hunter ASH classes are assessed on their ability to provide a smooth, even ride whilst possessing a reliable temperament. The horse should show substance, bone and movement that is sound in wind and limb. The horse should demonstrate a suitability to carry a rider across country over a variety of terrain and obstacles.

23. TYPES OF CLASSES

- 23.1. Committees should set classes to suit the majority of Branch members. A suggested break-up of classes is as follows:
- 23.1.1. AGE Under 4 yrs, 4 yrs & Over.
 - 23.1.2. SEX Filly, Colt, Mare, Stallion, Gelding.
 - 23.1.3. HEIGHT 15hh and Under, Over 15hh.

24. NOTES FOR COMPETITORS

- 24.1. Show Hunter horses should be quality animals showing all the characteristics of an Australian Stock Horse but with more substance. Generally the horse should demonstrate a suitability to carry a rider across country.
- 24.2. The workout should always include a gallop and a change of rein during the canter. A flat and stilted action is unacceptable. Manners are extremely important and small misdemeanours which may be overlooked in the Show Pony should be penalised in a Show Hunter horse.
- 24.3. The Show Hunter must cover the ground in all paces, with a well balanced gallop moving from the shoulders, with the hind legs well under. A small amount of knee action is acceptable.
- 24.4. Saddlery should be clean and neat and well fitting but may be more workmanlike than normal for a Led ASH class. Browbands should be plain. A suitable snaffle or double bridle is optional.
- 24.5. Riders should preferably wear tweed jackets. Dummy spurs are permissible. Whips are not to exceed 75cm in length.

25. JUDGING PROCEDURE

- 25.1. The horses should be worked around the ring as directed by the Judge. Competitors should avoid bunching in a group, so the Judge can see all the horses competing. Competitors must be alert and be listening for orders from the Judge.
- 25.2. A large class should be worked on a circle, at a walk, trot and canter for the Judge to select about eight horses for an individual workout.
- 25.3. When the Judge has called competitors into the ring, they should form an orderly line from the right leaving sufficient space between each horse so that the Judge can walk freely between the horses. If there is a long wait, horses may be allowed to relax, but not the rider. No competitor should talk while waiting in the ring.
- 25.4. The Judge should inform the competitors of the required workout which should consist of walking, trotting, cantering and change of leads at canter. Depending on the level of competition, class or age of the horse, the Judge may choose a workout.
- 25.5. Competitors should at all times be courteous to the Judge, Steward and other competitors, and must never forget to offer their congratulations to all prizewinners. Whether a prize is gained or not, competitors must stay in line until requested to leave the ring by the Steward.

Remember, the judging is not finished until the ribbons are awarded. The competitors should not leave the ring until directed by the Judge or Steward.

25.6. Basic requirements:

25.6.1. The Judge should be looking for a smooth, even ride whilst possessing a reliable temperament. The horse should show substance, bone and movement that is sound in wind and limb. The horse should demonstrate a suitability to carry a rider across country over a variety of terrain and obstacles.

25.6.2. The Judge should have basic knowledge of movements required by hacks. The Judge should know good and bad conformation points.

WORKING HUNTER ASH CLASSES

26. WORKING HUNTER CLASSES

26.1. Horses in Working Hunter ASH classes are assessed in two phases – first an obstacle course, second on conformation, action and ride. The type generally required is much the same as the Show Hunter but may exhibit slightly less quality with more substance. The horse must exhibit an ability to jump and be fit enough to go a distance. Overfat horses should be penalised.

27. TYPES OF CLASSES

27.1. Committees should set classes to suit the majority of Branch members. A suggested break-up of classes is as follows:

27.1.1. AGE 4 yrs, 5 yrs & Over.

27.1.2. SEX Filly, Colt, Mare, Stallion, Gelding.

27.1.3. HEIGHT 15hh and Under, Over 15hh.

28. NOTES FOR COMPETITORS

28.1. The First Judging Phase:

28.1.1. Jumping, is always judged first and there are 50 marks for jumping and 10 for style and manners while jumping. Knocking down a fence incurs 10 penalties; the first refusal costs 15 penalties; the second 20 and the third disqualification. A complete turn in front of the fence counts as a refusal. A fall of horse or rider incurs elimination. In this phase judges expect the horse to jump the course fluently and smoothly, neither going right into the bottom of the fences, nor standing too far off. As manners are taken into account, pulling, jibbing or a disobedience of any kind will be penalised.

28.1.2. All horses which have jumped a clear round or had only 10 faults plus whatever others the judges chooses to include apart from those eliminated in the first phase. Competitors are not permitted to change saddlery between the first and second phases. It is not necessary to use a jumping saddle. A running martingale can be used.

28.1.3. Height of fences should not exceed 914mm (3'0").

28.1.4. Protective leg boots only may be used for Phase 1 of the class.

28.2. The Second Judging Phase:

28.2.1. Is judged as a Show Hunter class but with definite points allotted. Conformation and freedom of action carry a maximum of 30 marks and manners 10 marks. No changes of saddlery is allowed between Phases of the class.

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28.2.2. Whips and spurs are not acceptable tack.

29. JUDGING PROCEDURE

- 29.1. All horses must complete the first phase of the competition.
- 29.2. Competitors must be alert and listening for orders from the judge.
- 29.3. When the Judge has called competitors into the ring, they should form an orderly line from the right leaving sufficient space between each horse so that the Judge can walk freely between the horses. If there is a long wait, horses may be allowed to relax, but not the rider. No competitor should talk while waiting in the ring.
- 29.4. The Judge should inform the competitors of the required workout, which should consist of walking, trotting, cantering and gallop and change of lead at a canter. Depending on the level of competition, class or age of the horse, the Judge may choose a workout.
- 29.5. Competitors should at all times be courteous to the Judge, Steward and other competitors, and must never forget to offer their congratulations to all prizewinners. Whether a prize is gained or not, competitors must stay in line until requested to leave the ring by the Steward. Remember, the judging is not finished until the ribbons are awarded. The competitors should not leave the ring until directed by the Judge or Steward.
- 29.6. Basic requirements:
- 29.6.1. The Judge should have basic knowledge of movements required by hacks. The Judge should know good and bad conformation points.
- 29.7. Marking:
- 29.7.1. Phase 1:
Jumping – 50. Style and manner while jumping – 10.
- Phase 2:
Conformation, freedom of action and type – 30. Manners – 10.
- Penalties:
Jumping knockdown – 10 faults. First refusal 15 faults. Second refusal 20 faults. Third refusal – elimination. Fall of horse or rider in either phase – elimination.
- 29.8. Workouts:
- 8.8.1 The course must consist of a minimum of two fences, jumped twice one of which must be a spread fence. A change of direction must be included.
- 8.8.2 The standard workouts should be used for all classes.