

The Australian Stock Horse Society Limited

EVENTS HANDBOOK Dressage, ASHLA and ASH Stockman's Turnout Classes Section 7

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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Please note that from 1st April 2004, all prior regulations will be superseded and are null and void.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.

DRESSAGE

1. DRESSAGE

- 1.1. Dressage is a French word, which roughly translates as “training”. Dressage is gymnastics for horses and it requires the horse’s suppleness, co-ordination and obedience. All horses benefit from basic dressage training as it helps develop a horse to be more pleasurable, safe and comfortable to ride.
- 1.2. For those who have determination, patience and a love of horses, dressage offers many attractions. It entails the pursuit of perfection, with attention to detail being the basis for success.
- 1.3. A top class horse and rider performing dressage is the epitome of grace and elegance, which is the result of years of patience, dedication and training that has gone into gaining and mastering the expertise needed to compete at the highest level of the sport.

2. STANDARD OF COMPETITION

- 2.1. Dressage is a sport with a wide range of competitive standards. At the lowest level, tests are simple and offer opportunities for the inexperienced or part-time rider to compete, whereas the highest level of competition is for the specialist rider and tests involve complicated gymnastics.
 - 2.1.1. Preliminary Test (Level 1) - Involves basic paces and progressive transitions from one pace to another. Horses will need to be able to walk a straight line and trot and canter on a 20 metre circle.
 - 2.1.2. Novice Test (Level 2) - Requires 15 and 10 metre circles at the trot, serpentines of three equal loops at the trot, lengthening of stride at the trot and transitions that are less progressive.
 - 2.1.3. Elementary Test (Level 3) - The collected trot and canter are required, serpentines at either the trot or canter, simple changes, transitions directly from walk to canter, 10 metre circles at the trot and 10 metre circles at the canter. The simplest of the lateral movements, the shoulder-in at the trot, a counter canter and travers.
 - 2.1.4. Medium Test (Level 4) - Requires collected paces, half pass at trot and canter, shoulder-in, travers, extended paces, flying changes and walk pirouettes are also introduced.
 - 2.1.5. Advanced Test (Level 5) - The canter half pass, a canter serpentine of four loops with flying changes on the centre line. Canter pirouettes and a series of flying changes are also required.
 - 2.1.6. International Dressage Tests (Levels 6-9) – In Prix St George, Intermediate I, Intermediate II and Grand Prix levels, the tests are exactly the same wherever official dressage competitions are held throughout the world. Depending on the level, these tests require such movements as: the collected trot on a 6 metre circle, flying changes from every third stride to a series of 15 flying changes, canter pirouettes, canter half pass, the piaffe and the passage.
- 2.2. Branches may run dressage competitions. Horses that have an official EFA competition grading may only compete in the eligible standard or higher. Branches and Management Councils may combine the higher levels into one test, so any standard of horse is eligible to compete, ie, Elementary and higher.

- 2.3. Two consecutive levels only may be ridden at National Championships, but at Branch and State Management Council competitions, three consecutive levels may be ridden, with the proviso that if there are too many entries then they be restricted to two levels.

3. BASIC RULES

- 3.1. In the event of conflict between Society rules and rules of other equestrian bodies hereafter referred to, precedence will be in the order set out as follows:
- 3.1.1. The Australian Stock Horse Society (ASHS).
 - 3.1.2. The Equestrian Federation of Australia (EFA).
 - 3.1.3. Federation Equestre Internationale (FEI)
 - 3.1.4. If problems arise, which are not clearly covered by ASHS rules, the Disputes Committee for the organising Branch will be called to adjudicate. The outcome, in the opinion of the Disputes Committee, should be to produce a fair result under the circumstances. In due course, the Disputes Committee will advise the Board, in writing, of the circumstances and action taken.
- 3.2. Callers are permitted at Branch ASH events only. If you are not confident that you can remember the test, it is a good idea to have a caller. Make sure your caller stands at the mid-point of the long side of the arena and has a loud and clear voice. Each movement should be called so the rider has plenty of time to prepare for the transition. Callers are not permitted at State or National run events.
- 3.3. Once the previous horse has completed the test, go around the outside of the arena to report to the Judge. Wait until the Judge has finished making comments on the previous entrant's test, then acknowledge the Judge who will check your name before you proceed to A. The Judge will signal to commence the test, usually with the car horn or a wave of hand, and you will then have a maximum time of one minute to commence the test.
- 3.4. All competitors should salute the Judge by lowering their right hand behind their right leg and giving a slight nod in the Judge's direction. The Judge will return the salute - usually a wave outside the car window, then you can proceed.
- 3.5. If you make an error on course, the Judge will let you know with a signal from the car horn or a wave of hand. When this happens, stop and walk quietly to the judge's car. The judge will explain where you made the error and tell you the correct movement. Then ride back to the point indicated and recommence your test. Errors on course will be penalised and four errors will mean elimination.
- 3.6. Between the time your horse enters and leaves the arena at A, your horse should remain with all four feet inside the arena. If all four feet of your horse leave the arena, you will be eliminated from the competition.
- 3.7. Copies of dressage tests are available from the EFA. Organising Committees should ensure that they have obtained copies of the tests prior to producing a programme. Committees should refer to the EFA rules for any information not covered in this booklet.

4. NOTES FOR COMPETITORS

- 4.1. Most riders should be able to take a horse to Medium level with a combination of work in a level paddock and occasional access to a full-sized arena, preferably with a well-defined boundary. It should be marked out in a rectangle not less than 20 metres x 40 metres or greater than 30 metres x 60 metres. Before attempting your first test you should understand the position of the markers and the geometry of the arena.

- 4.2. Before your first competition, make sure you allow yourself enough time to learn the tests. You will probably find as you practise your tests leading up to your first competition that there are certain areas you will need to work on. Identify these areas then spend time on mastering the techniques you used to teach the horse the movement or transition which is giving you trouble.
- 4.3. As competition dressage tests begin with basic movements then progress on to very difficult movements, your training should follow the same guidelines. Some points to remember:
 - 4.3.1. Be patient and consistent, as training is a long-term process.
 - 4.3.2. Master simple movements before progressing to more difficult ones.
 - 4.3.3. Vary your work-out so your horse does not get bored.
 - 4.3.4. A training programme of around 45 minutes at least four days a week is recommended.
 - 4.3.5. Take your horse for rides outside the arena to keep him relaxed and fresh.
 - 4.3.6. Enjoy the training and competition.
 - 4.3.7. Practise and take in as much information as you can by reading, listening and observing.
- 4.4. Two things that should be considered when selecting a horse are the quality of the horse's paces and its temperament. A horse with lovely paces can be very difficult and unrewarding to train if it does not have a good temperament. The horse has to be willing and able to accept the mental and physical disciplines involved in mastering the basics of dressage.
- 4.5. If your horse gets a fright and shies, don't panic. Stop, calm him down and then proceed with your test from the point where he misbehaved.
- 4.6. In order to ride the horse effectively and to assist him with his balance and position under saddle, your own position and aids must be correct. When asking a horse to perform the dressage movements, the rider is asking the horse to react on his command. Always try to be aware of your position in the saddle when you are mounted on your horse.
- 4.7. Allow yourself plenty of time to learn your tests, prepare and groom your horse if you want to be successful, but remember that competition should be fun, so relax and enjoy yourself. As you prepare for your first competition, aim to ride the test in a calm and relaxed manner.

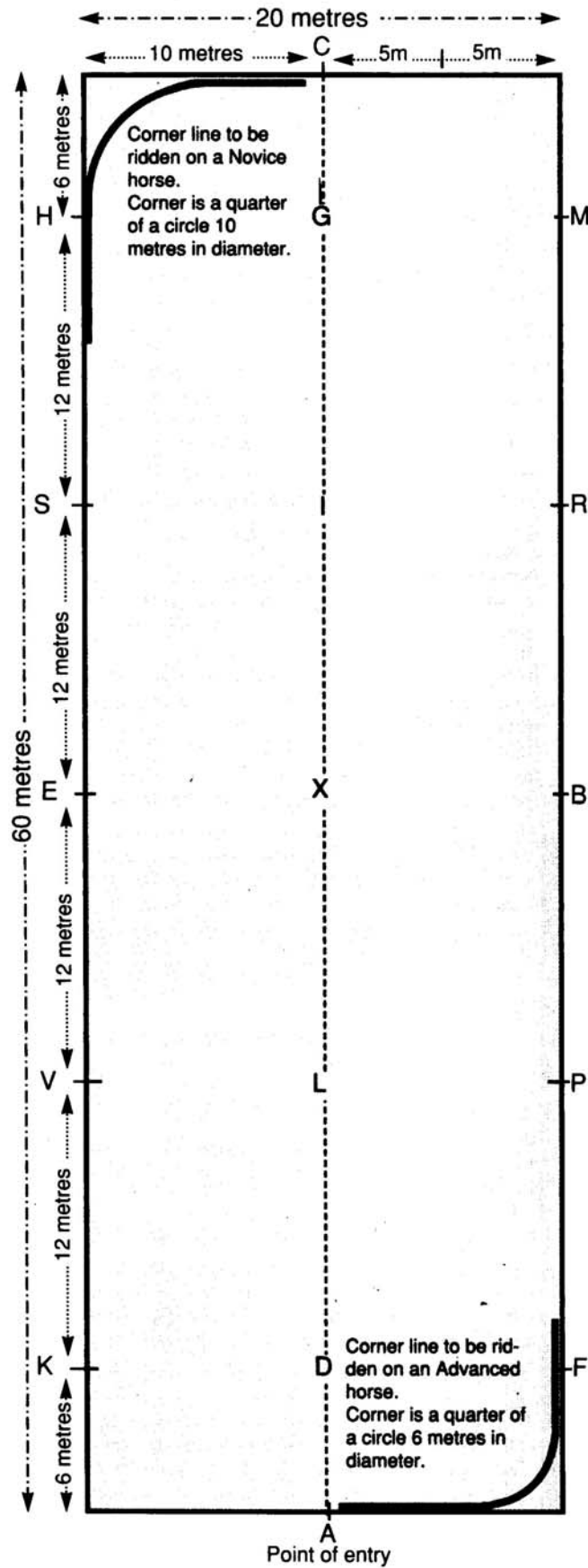
5. HOW TESTS ARE MARKED

- 5.1. Dressage tests consist of a number of sections containing movements and transitions; for each section a maximum of ten marks can be awarded. The mark given signifies a standard, of which the scale is: 10 - excellent; 9 - very good; 8 - good; 7 - fairly good; 6 - satisfactory; 5 - sufficient; 4 - insufficient; 3 - fairly bad; 2 - bad; 1 - very bad; 0 - not executed.
- 5.2. At the end of the test marks are given for the general impression of the horse. The usual sections are the freedom and regularity of the horse's paces, his impulsion and his submission. There is also a section for the rider's position and seat and correctness and effectiveness of aids.
- 5.3. The number of movements may vary according to the level of competition so the total score for a test can vary between 210 and 310. Your final score is then converted into a percentage.

6. PRESENTATION

- 6.1. Acceptable tack is as follows:
 - 6.1.1. A dressage saddle or English style hack saddle is recommended, however, an Australian stock saddle is acceptable. Monkey grips are permitted.
 - 6.1.2. Breastplates are optional.
 - 6.1.3. English style saddlecloth (numnah), square cut saddlecloth or ASH saddlecloth.
 - 6.1.4. Bridle – leather or webbed reins are acceptable, preferably joined.
 - 6.1.4.1. For Preliminary, Novice and Elementary Tests a plain snaffle bit is required.
 - 6.1.4.2. At Medium level, the horse may wear either a snaffle bit or a simple double reined bridle with cavesson noseband.
 - 6.1.4.3. At advanced level and higher, a double bit (bit and bridoon) is compulsory.
 - 6.1.4.4. Snaffle bits made of the same metal composition may have loose rings, egg butt style, D shaped or tom thumb. The mouthpiece may be straight, single or double jointed. Twisted bits and gag bits are not permitted.
 - 6.1.5. Cavesson, Hanoverian, dropped and crossover nosebands are permitted but are not compulsory.
 - 6.1.6. No boots, bandages, running or standing martingales are allowed.
 - 6.1.7. Whips up to 1.2 metres in length are permitted.
 - 6.1.8. Spurs (optional).
- 6.2. Acceptable attire is as follows:
 - 6.2.1. Helmet - All competitors must wear an equestrian helmet approved by the current Australian Standards Association or international equivalent, which must be securely fastened under the chin.
 - 6.2.2. Plain coloured or tweed hacking jacket, or ASH v-neck jumper or vest.
 - 6.2.3. Fawn or plain light coloured jodhpurs or stockman cut trousers.
 - 6.2.4. Plain or light coloured shirt.
 - 6.2.5. Tie (ASH preferred) or stock.
 - 6.2.6. Elastic sided short boots, boots worn inside trousers or top boots.
 - 6.2.7. Waistcoat and gloves (optional).
- 6.3. The horse, at the very least, should be clean. The horse's chin, ears, legs, mane and tail should be trimmed or be neatly presented.
- 6.4. Tack does not have to be new or extremely expensive. Older tack, well cared for, usually looks and fits better. Ensure that the tack is correctly fitted and does not rub or disturb the horse.
- 6.5. The rider attire should be neat; understated dress always gives a more professional appearance than the obvious and flamboyant.

7. THE ARENA AND MARKERS



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8. GENERAL REGULATIONS AND MEMBERSHIP STRUCTURE

- 8.1. ASHLA is an incorporated entity, operating under a Licence Agreement with The Australian Stock Horse Society Limited. ASHLA is a Management Council and is governed by a Management Committee.
- 8.2. Pursuant to the Articles of Association of The Australian Stock Horse Society Limited (Article 111.8), Branches of the Society are encouraged to create a Committee to represent the interests of ASHLA members. The Committee may elect two delegates to represent them at General Meetings of ASHLA.
- 8.3. MEMBERSHIP
 - 8.3.1. Any girl or lady 13 years of age and under 18 years of age (Junior) and 18 years of age and over (Senior) can join ASHLA regardless of their present address.
 - 8.3.2. To remain a current member of ASHLA, members must be financial members of The Australian Stock Horse Society Limited and be eligible to compete in ASH events.
 - 8.3.3. A member is not considered financial until the necessary fees have been paid.
 - 8.3.4. ASHLA Management Council determines the yearly membership fee for ASHLA.
- 8.4. Any horse nominated in an ASHLA event or point score competition, must be a registered ASH, eligible for ASH competition and owned by a financial member of The Australian Stock Horse Society Limited.
- 8.5. POINT SCORE
 - 8.5.1. ASHLA runs its own Annual Point Score across a variety of events at National level and any current financial member of ASHLA can compete for the Point Score.
 - 8.5.2. ASHLA Committees can also run an ASHLA Point Score at Branch level.

9. ASHLA EVENT

- 9.1. CONDITIONS OF ENTRY
 - 9.1.1. The rider must be a current financial member of ASHLA at the time of competition.
 - 9.1.2. In an ASHLA event at Royal, National or State shows, riders must be current financial members of ASHLA at the time of the closing date of entries to be eligible to compete.
 - 9.1.3. Competition is open to Mares, Geldings or Stallions. Riders 13 years and under 18 years are not permitted to ride stallions in this event.
 - 9.1.4. In any ASHLA event, riders are allowed one mount only.
- 9.2. JUDGING CRITERIA - 100 points total
 - 9.2.1. 25 points for the Riding Ability – ability of rider to control and work her mount at all paces.
 - 9.2.2. 25 points for Horse's Ability, Manners and Paces – pleasant, educated mount showing ability and manners to work at all paces in hacking and working.

- 9.2.3. 25 points for Dress, Equipment and General Presentation – to be clean neat and tidy.
- 9.2.4. 25 points for Horse's Type and Conformation – demonstrate the all round ladies horse.
- 9.3. PREFERRED COLOURS: Traditional Green and Gold
- 9.4. PREFERRED ATTIRE:
 - 9.4.1. Felt hat (not Western) or approved safety helmet. Riders 13 years and under 18 years – refer to regulations on protective headgear.
 - 9.4.2. Fawn or plain, light coloured stockman cut trousers or jodhpurs.
 - 9.4.3. Black or tan short, elastic sided, smooth soled riding boots.
 - 9.4.4. Long sleeved, button down shirt, light coloured.
 - 9.4.5. ASH Tie
 - 9.4.6. Long sleeved or sleeveless v-neck jumper, no riding jackets.
 - 9.4.7. Raincoat during wet weather.
- 9.5. PREFERRED TACK:
 - 9.5.1. Australian Stock Saddle, fully mounted, leather mounts, type of stirrups optional.
 - 9.5.2. Square cut saddlecloth (ASH preferred).
 - 9.5.3. Single rein leather bridle, with leather or webbed reins (split reins not acceptable).
 - 9.5.4. Snaffle bit (Spanish, gag or twisted wire snaffles not acceptable).
 - 9.5.5. Spurs optional, rounded edges, not sharp, not western.
- 9.6. If entries are large, elimination judging at the discretion of the Judge may be necessary, taking all categories into consideration.
- 9.7. Finalists to be appointed as per judging sheet.
- 9.8. This event may be judged with one or two Judges. If two Judges are used, Judges cannot confer until after scores are finalised.
- 9.9. ASHLA will accept all Judges appointed by The Australian Stock Horse Society, Rodeo Committees and/or Show Committees unless called upon to appoint a Judge itself.
- 9.10. In the event of a tie in any placing of an ASHLA event, the Riding Ability section will be used as the initial count back system, followed by the Horse's Ability, Manners and Paces section, then the Dress, Equipment and General Presentation section, then the Horse's Type and Conformation section.
- 9.11. Novice ASHLA Rider awards may be available at capital city Royal Shows and the ASHS National Championships.
 - 9.11.1. To be eligible for the award, riders must not have won an ASHLA event at a capital city Royal Show, or the ASHS National Championships.

9.11.2. Competitors lose their Novice status after winning one Novice ASHLA Rider award.

9.11.3. The rider with the highest score, out of those eligible for Novice status, will be the winner of the Novice ASHLA Rider Award.

9.12. These rules and regulations only apply to an event printed on the programme as ASHLA and do not apply to an event printed as Australian Stock Horse and Lady Rider.

9.13. JUDGING CARD:

Horse - Registered Name or Number						
Rider – Name or Number						
Rider's Ability (25)						
Horse's Ability, Manners & Paces (25)						
Dress, Equipment & General Presentation (25)						
Horse's Type & Conformation (25)						
Total Score						
Placing Awarded						
Novice						

In the event of a tie in any placing of an ASHLA event, the Riding Ability section will be used as the initial count back system, followed by the Horse's Ability, Manners and Paces section, then the Dress, Equipment and General Presentation section, the Horse's Type and Conformation section.

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10. STOCKMAN'S TURNOUT CLASS

- 10.1. In a Stockman's Turnout class, the horse should be suitably equipped and the tack should include items that may be required for a day's work around the property. The horse should work in a relaxed manner and the gear well cared for and comfortable for both horse and rider. The horse should be a good walker, with a smooth canter - a horse you can ride all day.

11. JUDGING PROCEDURE

- 11.1. Competitors to be judged in the following format: Type and Conformation of Horse - 40 points, Presentation and Suitability of Gear - 40 points, Workout - 20 points.
- 11.2. Each horse should be judged individually.
- 11.3. A pattern will be set by the Judge and can include – walk on a loose rein, trot and canter on a light rein, stop, back-up and crack a stockwhip.
- 11.4. The workout should not be long or involved, just enough to show the horse will accept the gear.
- 11.5. The horse should remain settled at all times and work in a calm manner.
- 11.6. Judges should keep in mind that their decision should be based on the most suitable horse and rider combination, with clean and presentable gear which could do a day's stock work.

12. PRESENTATION

- 12.1. PRESENTATION – refer to Section 3 of the Events Handbook – Tack and Attire. Additional gear for the event could be as follows:
 - 12.1.1. Hobbles (either foot or knee, not both), stockwhip, pocket knife, quart pot, saddle bag, oilskin coat, matches, head collar and lead, fly veil, horn saw, pliers, fly oil and shears or any appropriate items needed for stock work.
- 12.2. It is recommended that competitors limit the number of items carried on the horse to a sensible level, in keeping with the particular type of stock work they represent.
- 12.3. The quart pot should look used and contain matches, tea and sugar. The saddle bag should contain something for the rider to eat.
- 12.4. The oilskin coat should be neatly rolled and attached by means of straps to the back of the saddle.