

# The Australian Stock Horse Society Limited

## EVENTS HANDBOOK

### Novelty Events and Recreational Rides

#### Section 8

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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 1<sup>st</sup> April 2004, all prior regulations will be superseded and are null and void.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.*

# NOVELTY EVENTS

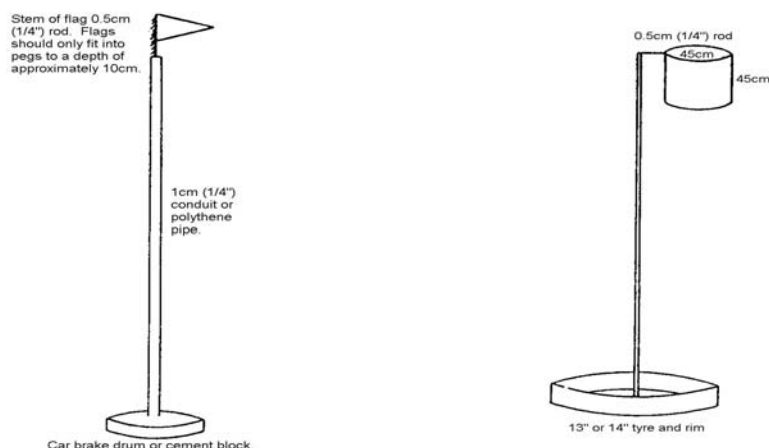
## 1. STARTING AND JUDGING THE WINNER – Bending and Flag Races

- 1.1. It is the option of the organisers to conduct the events as follows:
  - 1.1.1. In heats, semi-finals and finals, or
  - 1.1.2. Against the clock, or
  - 1.1.3. By taking the required number of fastest times to fill the placings, to be run off as the final, in a first past the post contest.
- 1.2. **HEATS, SEMI-FINALS AND FINALS**
  - 1.2.1. Procedure for Starting:
    - 1.2.1.1. The start is to be left to the judge's discretion, but he need not wait any longer than 30 seconds for any horse.
    - 1.2.1.2. There will be a standing start, but a moving start may be allowed at the judge's discretion.
  - 1.2.2. Procedure for Judging the winner and placegetters:
    - 1.2.2.1. If the event is run off in heats: only horses placed first in heats may run off in semi-finals and/or finals. If there are insufficient first placegetters in heats to fill all final placings, then horses placed second in heats are run off against each other for any unfilled minor placings.
    - 1.2.2.2. In heats or semi-finals, disqualified horses will take no further part in the event and should retire from the course without causing interference to other competitors.
- 1.3. **AGAINST THE CLOCK**
  - 1.3.1. Procedure for Starting – Electronic Timing:
    - 1.3.1.1. Start/finish line to be 6 metres from the cask. The back line of the starting box to be 6 metres from the start/finish line.
    - 1.3.1.2. The rider is given the signal to start by the starter.
    - 1.3.1.3. After the signal to start is given the rider proceeds to the starting box. The rider, on entering the starting box, must cease forward movement before starting.
    - 1.3.1.4. One false start only is allowed, ie, breaking the beam before proper starting procedure has been observed.
    - 1.3.1.5. The judge is only required to wait 30 seconds for the rider to enter the box and start after the signal is given.
  - 1.3.2. Procedure for Starting – Manual Timing:
    - 1.3.2.1. Same rules as for electronic timing. Horse to be timed when the nose crosses the line.
  - 1.3.3. Procedure for Judging the winner and placegetters:
    - 1.3.3.1. In the event of all competitors in the final being disqualified for infringement of the rules, the final must be re-run to determine a winner.

- 1.3.3.2. If on the re-run all the competitors are disqualified for infringement of the rules, the placings will be determined by the times taken in the qualifying round and only if competitors remain equal, a re-run of horses concerned is conducted.
- 1.3.3.3. If some of the finalists are eliminated in the final or its re-run (if any) leaving insufficient competitors to fill all the placings, the remaining minor placings will be determined by the times taken in the qualifying round and only if competitors remain equal, a re-run of horses concerned is conducted.
- 1.3.3.4. If the final is a timed event and 2 horses register equal times, the placings will be determined by the times taken in the qualifying round.

## 2. SUGGESTED EQUIPMENT

- 2.1. The flag bag stand base be either a 13" or 14" tyre and rim.
- 2.2. The cask to be a peg with a bag attached at the top to collect flags. The flag bag or cask should swivel on its base or pole.
- 2.3. The base of a novelty event peg (ie bending or flag peg) should be a car brake drum or a cement block in shape and size of a 4 litre ice cream container, with a 25mm (inside) diameter UV hole in the centre of the block. The base of the cement block to be concave and smooth. The pole to be a 20mm (outside) diameter UV pipe - colour grey/white.
- 2.4. The pole to be between 1.35 and 1.5 metres high.



## 3. TACK AND ATTIRE FOR NOVELTY EVENTS

- 3.1. The competitor's attire must be neat and presentable at all times. Competitors must be mounted for presentations.
- 3.2. Competitor's standard for tack is as follows:
  - 3.2.1. Any type of bridle or bit with leather or webbed reins is permitted. Cavessons and dropped nosebands are permitted. Bosals and hackamores are not permitted.
  - 3.2.2. Stock saddles, fender saddles or English saddles are permitted. Western saddles or saddles with a horn are not permitted.
  - 3.2.3. Breastplates are recommended.

- 3.2.4. Head checks or running reins with stoppers are permitted.
- 3.2.5. Spurs and riding whips are permitted unless otherwise stated.
- 3.3. In novelty events the standard for the rider's attire is as follows:
  - 3.3.1. Australian style felt hat or 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.
  - 3.3.2. Collared shirt with sleeves or polo shirt with sleeves.
  - 3.3.3. Stockman cut trousers, jodhpurs or jeans.
  - 3.3.4. Elastic sided short riding boots, boots worn inside trousers or top boots.
  - 3.3.5. In extreme weather conditions, a suitable jacket.
- 3.4. The judge has the right to call on any competitor to inspect their tack and attire and if illegal, the competitor is compelled to remove or change the offending article before competing.

## 4. FLAG RACE

- 4.1. There will be a cask or some similar approved container and five pegs to each line with a detachable flag on each peg.
- 4.2. Distance between pegs to be 6 metres and from cask to first peg to be 8 metres.
- 4.3. Spacing between lines of pegs to be 12 metres and there is no limit to the number of lines of pegs used.
- 4.4. There shall be a starting and finishing line 3 metres from the cask. If electronic timing is used, this line will be extended to 6 metres, the crossing of which, prior to the finish of the race, will earn disqualification.
- 4.5. A "line of demarcation" will be drawn or shown 6 metres on each side of each line of pegs, and competitors must keep within these lines. Crossing these lines will mean disqualification. Disqualified horses must withdraw immediately. Should a competitor, while crossing a demarcation line, interfere in any degree with another line of pegs, competitor or horse, the heat, semi-final or final in which this infringement occurs will be stopped as speedily as possible and re-run, but the competitor causing the infringement will be automatically disqualified.
- 4.6. The cask to be a peg with a bag attached at the top to collect flags. The flag bag and cask must be placed in a position to face the starting position.
- 4.7. Each competitor must leave the pegs on his/her right and take the furthest peg first, then the second furthest peg and continue in that sequence.
- 4.8. If the cask is knocked down by the competitor, he/she is to re-erect it before continuing.
- 4.9. Should the competitor fail to lodge any flag in the cask, he must dismount, pick up the flag, mount, and place the flag in the cask before continuing.
- 4.10. In the event of any flag being dropped or knocked down, the competitor must immediately dismount, pick up the flag, and continue in the correct sequence.
- 4.11. A competitor is considered to have crossed the demarcation line if one or more of the horse's feet are placed on or over the line.
- 4.12. A steward is required on each demarcation line to indicate disqualifications or infringements.
- 4.13. A competitor is not disqualified if, during the competition, he overrides the cask and passes over the start/finish line, providing he has not passed sideways over the line of demarcation. The start/finish line is not a penalty line. Exception: if electronic timing is used.

- 4.14. No horse may be held or accompanied to the starting line or outside assistance given. Penalty for breach of this rule is disqualification. Exception to this rule, is as follows:
  - 4.14.1. A Committee has resolved to permit riders under 13 years to be held at or accompanied to the starting line or riders under 13 years may be assisted to dismount to pick up a flag or cask, or have his or her mount held while remounting.
- 4.15. Hitting the horse with the flag incurs disqualification.
- 4.16. Schooling on the course is not permitted.
- 4.17. No receptacle or standard may be driven into the ground.
- 4.18. Any recall for infringement or false start will be by whistle or bell.
- 4.19. A broken peg is classified as a knock down.
- 4.20. The winner and placegetters are declared when the riders have passed the finishing line mounted on their horses and with all the flags in the cask, having completed the course in accordance with these rules.
- 4.21. Each horse may have only one start in the event.
- 4.22. NOTE: Refer to Suggested Equipment details.

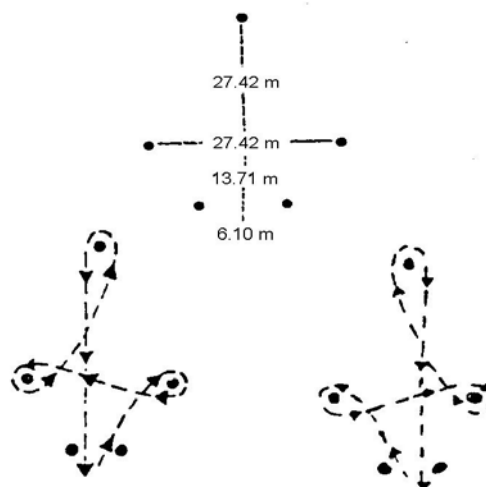
## **5. BENDING RACE**

- 5.1. There will be five pegs.
- 5.2. The distance between the start line and the first peg will be 8 metres and between pegs, 6 metres.
- 5.3. Spacing between lines of pegs will be 12 metres and there is no limit to the number of lines of pegs used.
- 5.4. Competitors must leave the first peg on their right.
- 5.5. Each competitor must keep to his/her own line of pegs. Crossing over a demarcation line, placed 6 metres out from each line of pegs, will incur disqualification. A steward is required on each demarcation line to indicate disqualifications or infringements.
- 5.6. The competitor is deemed to have crossed the demarcation line if one or more of the horse's feet is placed on or over this line.
- 5.7. Knocking down of any pegs will mean disqualification.
- 5.8. No horse may be held or accompanied to the starting line or outside assistance given. Penalty for breach of this rule is disqualification. Exception to this rule, is as follows:
  - 5.8.1. A Committee has resolved to permit riders under 13 years to be held at or accompanied to the starting line.
- 5.9. Pegs should not be touched by the contestant's hands and if in the opinion of the judge a peg is deliberately prevented from falling such action can mean disqualification.
- 5.10. Schooling on the course is not permitted.
- 5.11. No peg or standard may be driven into the ground.
- 5.12. If at the judge's discretion, a false start is declared, riders will be recalled by whistle or bell.
- 5.13. A peg or pegs broken in a bending race will be deemed a knock down peg.
- 5.14. The winner and placegetters are declared when the riders have passed the finishing line mounted on their horses and with all pegs in their lines standing, having completed the course in accordance with these rules.

- 5.15. Each horse may have only one start in the event.
- 5.16. NOTE: Refer to Suggested Equipment details.

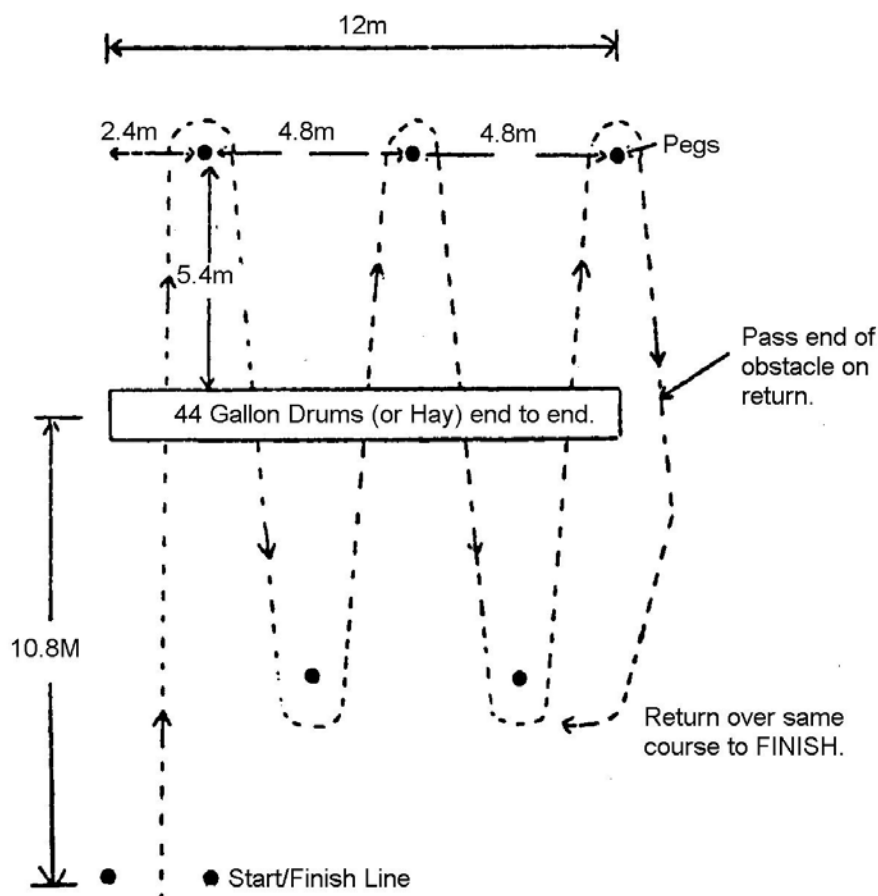
## 6. BARREL RACE

- 6.1. Barrel distances are as shown on the diagram. The outside edge of the barrel will touch the measured spot in order that the horse will be required to travel only the measured distance.
- 6.2. Barrels are to be 200 litre (44 gallon) size drums, with tyres.
- 6.3. Riders may go to either right or left barrel first, but must make one left hand turn and two right turns, or one right turn and two left turns.
- 6.4. The starting and finishing line and the position of the barrels must be marked permanently for the entire fixture.
- 6.5. A five second penalty will be added for:
  - 6.5.1. Each barrel knocked over.
  - 6.5.2. Each barrel touched with hand.
- 6.6. A flying start is allowed.
- 6.7. Riders are in the hands of the judges once they say they are ready, but judges will not start riders until they advise they are ready.
- 6.8. Watches used by timers to be in at least tenths of a second.
- 6.9. Horses are to be timed on the nose crossing the starting and finishing line.
- 6.10. There are to be 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.
- 6.11. Each horse may have only one start in the event.
- 6.12. In determining the first five placings, if any horses register equal times, the horses concerned will be re-run to determine their placings.
- 6.13. Disqualification to result from:
  - 6.13.1. Not following the prescribed barrel racing patterns.
  - 6.13.2. Excessive hitting of the horse with spurs, whips or any object whatsoever.
  - 6.13.3. The carrying of whip in the mouth.



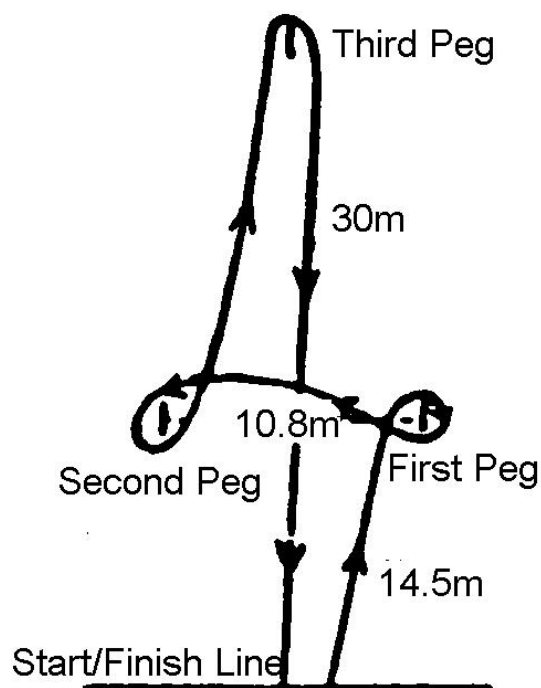
## 7. BONFIELD'S BOUNCE

- 7.1. Course and recommended distances as shown on the diagram.
- 7.2. The start/finish line and positions of the jumps and pegs are to be marked permanently for the entire event.
- 7.3. Drums should be chocked with poles to stop any movement.
- 7.4. Each horse is timed, which eliminates the running of heats. Horses are to be timed on the horse's nose crossing the start and finish line.
- 7.5. 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.
- 7.6. Each horse may have only one start in the event.
- 7.7. A flying start is permitted.
- 7.8. First two refusals are time faults only. Third refusal is elimination.
- 7.9. An error of course is elimination.
- 7.10. Pegs knocked down or broken is elimination.
- 7.11. There are no penalties for a peg or jump moving out of alignment. Stewards should re-align the peg or jump as quickly as possible.
- 7.12. The horse with all pegs standing, the course completed correctly and the fastest time will be the winner.



## 8. STOCK HORSE RACE

- 8.1. There will be a set course.
- 8.2. From the starting line to the first peg a distance of 14.5 metres.
- 8.3. Distance between the first and second pegs - 10.8 metres.
- 8.4. Distance down field to the third peg - 30 metres (overall from starting line).
- 8.5. From the starting line take a right-hand turn at the first peg.
- 8.6. Take a left-hand turn at the second peg.
- 8.7. Then down field taking a right-hand turn at the third peg.
- 8.8. Then back between the first and second pegs across the starting line.
- 8.9. Each horse is timed, which eliminates the running of heats.
- 8.10. 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.
- 8.11. The horse with the fastest time, all pegs standing, and the course completed correctly is the winner.
- 8.12. A peg knocked over or taken in the wrong direction incurs elimination.
- 8.13. Each horse may have only one start in the event.
- 8.14. A flying start is permitted.
- 8.15. The distances may be varied according to space available.



# RECREATIONAL RIDES

## 9. HINTS FOR ORGANISERS

### 9.1. PLANNING THE RIDE:

- 9.1.1. When considering the route for the ride, it is advisable to compile two routes. A short route for inexperienced riders and a longer route for more advanced riders.
- 9.1.2. When planning a ride, the possibility of inclement weather should be considered along with the resulting changes to environment. The Branch should cancel a ride, even at short notice, if any of the following circumstances exist: landslides, boggy terrain, lightning strikes, rising rivers, and the like. Safety of participants is paramount.
- 9.1.3. Plan to keep the ride away from busy main roads as much as possible.
- 9.1.4. Notify the police and local council of the ride and enquire about any special requirements that may relate to the ride.
- 9.1.5. Obtain an update on traffic laws that regulate the control of horses, riders and persons in charge of horse drawn vehicles. Negotiate a police escort when riding along a busy public road.
- 9.1.6. Obtain written permission from landowners before crossing private land.
- 9.1.7. The Branch needs to clarify the current insurance policy with the Society before planning the ride – especially when the ride incorporates private land, National Parks, public roads and the like.
- 9.1.8. The route of the ride should be well marked and checked for hazards. The route should be accessible by vehicles in the event of an accident or unexpected problem. It is recommended that coloured markers or ribbon should be used every 500 metres.
- 9.1.9. Each group of riders must have allocated adequate supervision. A group leader and at least two competent riders must be appointed. These riders must be capable of assisting inexperienced riders and/or handling a nervous horse.
- 9.1.10. The group leader should have two-way access to other groups and support vehicles.
- 9.1.11. Do not plan to start the ride too early when conditions may be foggy and plan the ride to finish early, well before dark, leaving sufficient time to settle the horses after the ride.
- 9.1.12. Every two hours of the ride, the organisers need to supply horses with adequate water and refreshments for riders.
- 9.1.13. In the event of a horse being exhausted, distressed or being a danger to riders, the organisers need to provide suitable horse transport and return the horse to the place of origin of the ride. It is recommended that during the ride a veterinarian is available on call, in the case of an emergency. If necessary, the Branch may organise a pre-ride veterinary check for all horses.

### 9.2. ON THE DAY OF THE RIDE:

- 9.2.1. Check that all attending riders are current eligible members of the Society.
- 9.2.2. The minimum age for riders is eight years. Children under the age of eight years may only participate in the ride under parental guidance, and in a support vehicle.

- 9.2.3. Parents and guardians of riders, 8 years and under 15 years, are responsible for ensuring that the rider is accompanied by an adult during the ride. In the case of young riders, it is recommended that the accompanying adult lead the child at all times.
- 9.2.4. DOGS are not permitted on recreational rides.
- 9.2.5. It is the responsibility of the rider to do a safety check on saddlery before the start of the ride. Unsafe saddlery could prove very dangerous if a horse should take fright.
- 9.2.6. The organisers have the right to call on any rider to inspect their tack and attire and if found illegal or unsafe, the rider is compelled to remove or change the offending article before continuing on the ride.
- 9.2.7. All riders must comply with the following requirements:
  - 9.2.7.1. A hat with a broad brim or an equestrian helmet approved by the current Australian Standards Association or international equivalent. Riders under 18 years – refer to regulations on protective headgear.
  - 9.2.7.2. Collared shirt with sleeves or polo shirt with sleeves.
  - 9.2.7.3. It is recommended that riders have a suitable jacket, raincoat and/or sunburn cream.
  - 9.2.7.4. Stockman cut trousers, jodhpurs or jeans.
  - 9.2.7.5. Riding Boots - elastic sided short boots, boots worn inside trousers or top boots.
  - 9.2.7.6. Any type of well maintained bridle with reins. The horse must have a bit in its mouth.
  - 9.2.7.7. Stock saddles, fender saddles, English saddles, Western saddles or saddles with a horn are permitted.
  - 9.2.7.8. Breastplates are recommended.
  - 9.2.7.9. Head checks or running reins with stoppers are permitted.
  - 9.2.7.10. Spurs and riding crops are optional.
- 9.2.8. All participants must remain sober when riding or driving - you can be breathalysed.
- 9.2.9. If a large number of riders attend the ride, it is advisable for them to be split into small groups. Each group must not exceed 15 riders. When splitting people into smaller groups, the organisers must consider the rider's ability and the horse's fitness.
- 9.2.10. The ride for inexperienced riders should be restricted to a walk. The ride for advanced riders may include a trot or slow canter. For safety reasons, under no circumstances should any rider gallop or race other riders.
- 9.2.11. Do not continue the ride, on the road, in foggy conditions or after dark. If you are unexpectedly caught in the dark, leave the road as soon as possible and make alternative arrangements to get the riders and their horses to the place of origin of the ride.
- 9.2.12. Do not travel in a manner considered negligent, reckless or to endanger the safety of the public or cause genuine concern or injury to any person, animal or damage to property.
- 9.2.13. Do not trot on surfaces that may be slippery or cause concern. Don't canter on bitumen roads.

- 9.2.14. Remember to take the greatest care when crossing farmland or private property, look out for livestock and close all gates. Beware of water crossings, quicksand, rabbit and wombat holes.
- 9.3. HINTS FOR GROUP LEADERS:
- 9.3.1. For the convenience of others attending the ride, it is suggested that group leaders wear a fluorescent vest for easy identification.
- 9.3.2. Look and think ahead at all times. Be alert for possible hazards; avoid a situation involving danger or difficulty. If you foresee trouble then make a suitable detour.
- 9.3.3. Place the quietest horses at the front, on the outside and at the rear of your ride. This shields nervous and less experienced riders and horses.
- 9.3.4. Set a pace that is safe and comfortable for all members of a ride.
- 9.3.5. Form single file in areas where the road narrows or bends or the traffic is very heavy.
- 9.3.6. In the event of a horse being considered out of control or unsafe to others, arrange for a support vehicle to return the horse to the place of origin of the ride and place the horse in a safe yard.

## 10. HINTS FOR RIDERS

- 10.1. Do not travel in a manner considered negligent, reckless or to endanger the safety of others, cause genuine concern or injury to any person, animal or damage to property.
- 10.2. Riders should always keep a safe distance between them and the horse ahead (approximately 2 metres).
- 10.3. It must be expected that motor vehicle traffic will be encountered at any time on the roads. A person leading or riding a horse on a public road should exercise great care.
- 10.4. Do not straggle when riding across a major road — cross in a group at a brisk walk.
- 10.5. Do not exceed a walking pace around corners, across footways, bridges or street crossings.
- 10.6. Do not impede the progress of overtaking traffic. Move further to the left, providing always this can be done with safety.
- 10.7. Keep calm if a horse slips or falls and let the animal find its feet.
- 10.8. Do not upset your horse in traffic; the highway is no place to teach your horse discipline.
- 10.9. Ride on the left of the road and remember that vehicles move faster than you think.
- 10.10. Look to the right and left then to the right again before crossing a road or road junction. When the road is clear ride purposefully on, at a walk.
- 10.11. Obey "STOP" or "GIVE WAY" signs and traffic lights in the same way as motorists and give way to pedestrians.