

# KCHC STOCKMANS CHALLENGE

## BUCKLE SERIES 2023

### FIRST ROUND WORKING PATTERN, UTILITY COURSE & RANCH BOXING

#### WHAT IS A STOCKMANS CHALLENGE?

The Stockman's Challenge consists of three phases, a Working Pattern, a Utility Course and Ranch Boxing. Each competitor will be scored on each phase and the scores will be combined for a final score.

#### WORKING PATTERN

The premise of the Working Pattern is simple. The horse and rider must complete a pattern or series of maneuvers similar to a reining pattern. The pattern varies between events and consists of a series of circles, spins and stops that test the athleticism and responsiveness of the horse.

#### UTILITY COURSE

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.

#### RANCH BOXING

The Ranch Boxing class has been designed to demonstrate and measure a horse's ability to do cow work. The Junior, Juvenile, Encouragement and Beginner riders have 1 minute to complete the Ranch Boxing phase. Upon receiving a cow in the arena, the contestant shall hold that cow on the prescribed end of the arena to demonstrate the ability of the horse to control a cow at that end. Contestants are scored out of 100.

**OPEN RIDERS:** Have two minutes to complete their ranch boxing phase. Once the contestant has shown they can work and control the cow at the prescribed end of the arena, they need to bring the cow out into the arena and complete a figure of eight with the cow. Contestants are scored out of 100 for their Ranch Boxing & out of 25 for each circle. Leaving a total of 150 up for grabs.

What this means: The arena is set up just as any other, a large rectangle. The cattle will be kept on the end, on one of the short walls. Time starts when the cow is released into the arena. Your job is to keep that cow contained along that short wall, mirroring the cow's moves. You do not have to be a set distance from the cow. The closer you are, the faster it will move. This may up your degree of difficulty, but may also result in the loss of the cow from the end of the arena. If the cow gets away from that short wall and either goes past you, or down the fence (long wall of the arena), it is a penalty. If this happens, quietly go get your cow and drive it back down to the short wall where you started.

## GENERAL RULES

### Dress

- Hats: Australian style hat to be worn whilst competing.
- Helmets: Optional, although it is encouraged they be worn. Compulsory for riders under 18 years of age.
- Shirt: Long Sleeve button up shirt with the sleeves buttoned down.
- Trousers: Jeans or moleskins. No jodphurs.
- Tie: Optional. Women may wear a tidy scarf.
- Boots: Riding boots must be worn.

### Juvenile Riders

- Helmets: All riders under the age of 18 years are required to wear a riding helmet when competing and when riding in the competition arena. Helmets must meet current Australian Safety Standards and be less than five years old from the date of manufacture. The chin strap must be securely fastened. It is the responsibility of the parent/guardian of juvenile riders to ensure their gear is safe and they are mounted on suitable horses.
- Stallions: Are not to be ridden by anyone under the age of 17 years at any time during a competition either on the grounds or in the competition arena.

### Disqualification

- Competitors will be scored in all phases unless eliminated or disqualified.
- Disqualification will apply if:
  - Horse/Rider falls.

Horse bucks or becomes unmanageable.

## CLASSES

### Junior

12yo and under. Horses and riders can have multiple runs in the same class. Must be different horse/rider combinations. Riders must have a helmet on at all times when mounted and handling horses.

### Juvenile

13 - 17 years. Horses and riders can have multiple runs in the same class. Must be different horse/rider combinations. Riders must have a helmet on at all times when mounted and handling horses.

### Beginner

This class is for **beginner** riders. Beginner riders may ride up a class in the encouragement if they wish. Horses and riders may have multiple runs in the same class. Must be different horse/rider combinations. Beginner riders are those who are non confident, who have had limited to no starts at a competition.

### Encouragement

A rider that has not won or placed in 3 or more stockman challenge events. Encouragement riders may ride up a class in the open if they wish. Horses and riders can have multiple runs. Must be different horse/rider combinations.

### Open

A rider that has won or placed in 3 or more open age events. Anyone who takes payment for riding horses. Anyone who can complete the open challenge patterns and work a cow confidently. Riders can have multiple runs. Each horse can only have one entry in the open.

## POINTS FOR BUCKLES

Points are accumulated over all five events of the Challenge. Highest points for each class will win the buckle and over all placings. There will be ribbons and prize money at each event.

Whichever class riders **start the year in**, is where you remain for the year. You can ride up a class, your points will only be taken for end of year points when you place in your own class.

11th / 12th February | 1st / 2nd April | 17th / 18th June | 5th / 6th August / 7th / 8th October

### BUCKLES UP FOR

- Highest Scoring Open
- Highest Scoring Beginner
- Highest Scoring Encouragement
- Highest Scoring Junior
- Highest Scoring Juvenile

These points also go towards end of year KCHC rider awards & buckles.

- Champion Open Rider
- Champion Beginner Rider
- Champion Encouragement Rider
- Champion Junior Rider
- Champion Juvenile Rider