

BATTLE ON THE BIDGE

2024



COMPETITION
RULE BOOK

We thank and acknowledge our 2024 Battle on the Bidgee Sponsors. Special thanks to Lyn, Paul and Talayah of All Things Country, BOTB Major Sponsor 2024.

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BATTLE ON THE BIDGEE

2024

COMPETITION RULE BOOK FOR OPEN,
LADIES AND JUNIOR COMPETITORS

11TH - 13TH OCTOBER 2024

GUNDAGAI SHOWGROUND

GUNDAGAI, NSW

WWW.BATTLEONTHEBIDGEE.NET

STOCKMAN'S CHALLENGE EVENT

JUDGING CRITERIA, RULES & REGULATIONS

**FOR ANY FURTHER INFORMATION REGARDING THE JUDGING CRITERIA, RULES, AND REGULATIONS,
PLEASE CONTACT SHANE 0427 827 089 OR KELLY 0488 121 974.**

**PLEASE NOTE, COMPETITOR REGISTRATION WILL RUN FROM 2PM – 7PM ON THURSDAY 10TH
OCTOBER. ONCE REGISTERED, COMPETITORS MUST COMPLETE THE VET AND GEAR CHECK BETWEEN
4PM AND 7PM.**

A COMPULSORY COMPETITOR BRIEFING WILL FOLLOW FROM 8PM.

VET AND GEAR CHECK

VET AND GEAR CHECK WILL BE HELD ON THURSDAY 10TH OF OCTOBER, FROM 4PM THROUGH TO 7PM. PRIOR TO PRESENTING FOR VET AND GEAR CHECK PLEASE REGISTER WITH THE OFFICE. IT IS COMPULSORY FOR ALL COMPETITORS AND THEIR HORSES TO MEET THE FOLLOWING REQUIREMENTS AT THIS TIME TO ENSURE ALL ARE SUFFICIENTLY FIT AND WELL TRAINED.

All horses competing in the Stockman's Challenge are subject to a 'No Prohibited Substances Rule'. This means that no prohibited substance is to be administered to the horse before any of the events so that, (a) no ingredient or metabolite of a prohibited substance is present in the horse and hence detectable in its blood, saliva and/or urine, and (b) there is no effect on the horse's performance during the course of the event.

Any substance qualifies as a prohibited substance (a) if it contains an ingredient that acts as a stimulant, depressant, tranquillizer, local anesthetic or psychotropic (mood and/or behavior altering) substance, or (b) if it contains an ingredient which might affect the performance of the horse and/or might interfere with the prohibited substance testing process.

Please note that the use of so-called herbal and natural products could result in a positive prohibited substance test.

The plant origin of any ingredient does not preclude it from containing pharmacologically potent and readily detectable prohibited substances.

VET AND GEAR CHECK

RULES AND REQUIRMENTS

- **Horse to be fully saddled with bridle, stock whip and oilskin etc.**
- **Competitors are required to dress according to the dress code outlined below.**
- **Competitors do not need to present with their shoeing materials.**
- **The horse MUST be able to lead at a trot to the satisfaction of the vet, otherwise the horse will be disqualified.**
- **Any competitor presenting with a heart rate of 48bpm and above will be required to remain in the vet check area with their horse for a period of 10 minutes, at which time the vet will recheck the standing heart rate.**
- **Judges are entitled to disqualify competitors or direct them to replace any gear deemed to be unsafe or unsuitable.**

DRESS CODE

- **Collared shirt with sleeves to be worn by all riders. Safe riding boots to be worn. Lace up riding boots are acceptable. Appropriate stockman's style hat or safety approved helmet (compulsory for all competitor in cross country event and all mounted junior competitors) ASNZ 3838, ASTM F1163 or EN 1384 Adult full-length oilskin must be carried on the horse throughout all the events (exception: shoeing, bareback obstacle, brumby catch and stock saddle buck jump). A full-length whip must be carried in the competitors' hand throughout all events (exemption: shoeing and brumby catch). Competitors who are not carrying their stock whip during an event will not receive points for that event. Competitors are to wear the numbered competitors' bibs provided throughout all events.**

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VET AND GEAR CHECK

HORSE AND GEAR

- All gear must be in good, safe order. Gear found not to be safe by the judges must be replaced and re-presented, to then be passed, by the judges.
- Running martingales (rings) and head checks are not permitted in any events.
- Horses, saddles and bridles presented will be marked and must be used without substitute in all subsequent events. This rule extends to stirrup irons.

HEALTH AND SOUNDNESS OF HORSE

- Should a horse fail vet check, the competitor may use a second horse if it is presented to the vet within 15 minutes of the previous horse failing. The second horse must then pass vet check and found to be sound in order to compete.
- A horse's standing heart rate will be taken after the horse has been standing for at least 10 minutes.
- Any horse found to have a contagious disease will not be permitted to stay on the grounds – NO EXCEPTIONS!

PACK SADDLE

A STOCKWHIP IS TO BE CARRIED IN HAND AT ALL TIMES
Packsaddles and pack materials will be supplied by the challenge committee for use in the event.

- Competitors will be required to pack their competition horse, complete the course, and unpack within a set time. If the event requirements are not finished within the set time, the competitor will be scored up until the final whistle.
- Competitors are required to complete or attempt to complete each pack horse obstacle before moving to the next obstacle.
- Riding horses may be shared amongst competitors.
- Juniors - Bags will be packed

TOTAL POINTS 110

**40 POINTS PACK
40 POINTS ON COURSE
10 POINTS PACK BALANCE
20 POINTS UNPACK**

STOCK HANDLING

A STOCKWHIP IS TO BE CARRIED IN HAND AT ALL TIMES

- Competitors will enter and complete a 'cut out' in a Campdraft format.
- Whilst in the camp, if the competitor loses control of the beast twice, the competitor will stop and wait at the camp gates for stockmen to bring their beast to the gates where they will then continue with the course.
- Competitors may make only one attempt at each peg
- The course consists of a left and right peg and a single gate peg.

TOTAL POINTS 100

CUT OUT 25 POINTS

1ST PEG 25 POINTS

2ND PEG 25 POINTS

3RD PEG 25 POINTS

DRY WORKING PATTERN

A STOCKWHIP IS TO BE CARRIED IN HAND AT ALL TIMES

Competitors and their horses are to complete a working pattern before one judge. The pattern is designed to display the horse's athleticism, ability and trainability whilst exhibiting the rider's horsemanship. Horse and rider will be judged on precision, presentation, and overall impression. The pattern will be provided to competitors.

To assist riders' in their training and knowledge of this event we have included a 'Movement and Transition' and 'Variation of non-executed movements' guide. All maneuvers are scored out of 10.

Maneuvers may include: Walk, Whip Crack, Trot, Stop, Halt, Canter, Rein back, Haunch Turn Gallop, Roll back, Flying change and simple change.

TOTAL POINTS 100

**MANOUVERS 90 POINTS
PRESENATION,
PRECISION AND OVERALL
IMPRESSION 10 POINTS**

SHOEING

Requirements – Open Competitors

Duration: Competitors will have 45 minutes to complete set task.

Competitors are required to demonstrate their ability to prepare all **four feet and apply a full set of shoes.**

Competitors must present their chosen horse to **both judges** for inspection prior to the commencement of the shoeing aspect of competition.

An assortment of shoes and nails will be provided for competitors.

It is the responsibility of the competitor to choose an appropriate size shoe for the horse that they are shoeing.

After trimming the pair of hooves and shaping chosen shoes, competitors must have the job approved by **at least one judge** prior to proceeding to nailing on.

Following the completion of all aspects (nailing on, clinching up and finishing), both judges must view the job.

Competitors will be judged on the following elements:

- Balance
- Soundness
- Shoe fit
- Eye appeal

No artificial aids to be used in the finishing process, ie hoof oil.

OH&S -Any horse that is deemed dangerous by a judge will be asked to leave the shoeing area and competitor will receive a no score. Any twitching and or sedating of horses is prohibited. Any competitor found in breach of this rule will also receive a no score.

TOTAL POINTS 100

INITIAL HOOF CHECK (DEGREE OF DIFFICULTY) 10 POINTS

PREPARATION OF HOOVES 20 POINTS

SHOE FIT 20 POINTS

NAILS, LEVEL AND PLACEMENT (10 POINTS PER SHOE) 20 POINTS

QUALITY OF FINISHED JOB & COMPLETION WITHIN TIME FRAME 30 POINTS

HORSE SHOERING

Requirements – Ladies Competitors
Duration: Competitors will have 30 minutes to complete set task.
Competitors are required to demonstrate their ability to prepare either a pair of front or a pair of hind hooves and apply a pair of shoes.
Competitors must present their chosen horse to both judges for inspection prior to the commencement of the shoeing aspect of competition.
An assortment of shoes and nails will be provided for competitors.
It is the responsibility of the competitor to choose an appropriate size shoe for the horse that they are shoeing.
After trimming the pair of hooves and shaping chosen shoes, competitors must have the job approved by at least one judge prior to proceeding to nailing on.
Following the completion of all aspects (nailing on, clinching up and finishing), both judges must view the job.
Competitors will be judged on the following elements: <ul style="list-style-type: none">• Balance• Soundness• Shoe fit• Eye appeal
No artificial aids to be used in the finishing process, <u>ie</u> hoof oil.
OH&S -Any horse that is deemed dangerous by a judge will be asked to leave the shoeing area and competitor will receive a no score. Any twitching and or sedating of horses is prohibited. Any competitor found in breach of this rule will also receive a no score.

TOTAL POINTS 100

INITIAL HOOF CHECK (DEGREE OF
DIFFICULTY) 10 POINTS

PREPARATION OF HOOVES 20 POINTS

SHOE FIT 20 POINTS

NAILS, LEVEL AND PLACEMENT (10
POINTS PER SHOE) 20 POINTS

QUALITY OF FINISHED JOB &
COMPLETION WITHIN TIME FRAME 30
POINTS

HORSE SHOEING

Requirements – Juniors

Duration: Competitors will have 30 minutes to complete the set task.

Competitors are required to demonstrate their ability to trim either a **pair of front**, or a **pair of hind** hooves, shape **one shoe** and nail into a provided wooden template.

Competitors must present their chosen horse to **both judges** for inspection prior to the commencement of the shoeing aspect of competition.

Shoes and nails will be provided for junior competitors.

After trimming the pair of hooves, competitors must have the job approved by **both judges** prior to proceeding.

No junior competitors will nail into a horse's hoof.

Junior competitors will be judged on the following elements:

- Balance
- Shoe shaping
- Nailing (into timber template)
- Horse handling skills

No artificial aids to be used in the finishing process, e.g. hoof oil.

OH&S -Any horse that is deemed dangerous by a judge will be asked to leave the shoeing area and competitor will not receive a score. Any twitching and/or sedating of horses is prohibited. Any competitor found in breach of this rule will not receive a score.

TOTAL POINTS 100

INITIAL HOOF CHECK (DEGREE OF
DIFFICULTY) 10 POINTS

PREPARATION OF HOOVES 20 POINTS

SHOE SHAPE AND LEVELNESS 20 POINTS

NAILING - PLACEMENT, PATTERN (HOLES
USED) AND DRIVING 20 POINTS

HORSE HANDLING 20 POINTS

BAREBACK OBSTACLE COURSE

A STOCKWHIP MUST BE CARRIED IN HAND AT ALL TIMES

- Competitors will be informed of requirements at each obstacle and the time limit for the course at Thursday's briefing.
- Should a competitor fall or need to dismount if whip is dropped, they may remount and continue if time provides. Scoring will cease once the time limit is reached.
- Horses head gear MUST BE a bridle.
- Failure to negotiate an obstacle will result in zero points and the competitor is required to move onto the next obstacle.

TOTAL POINTS 100

COURSE 100 POINTS

in the Bidgee 2019
by JenSol Photography

Junee
EQUUS ASSISTANT SERVICES
Bridgeside, Aust
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BATTLE
ON THE
BIDGEE

WHIPCRAK

- Competitors must attempt to cleanly cut targets with a stock whip and negotiate an obstacle course within a set time limit. If competitors fail to finish the course within the set time limit, you will be scored up until the point that time is reached.
- A map will be provided to each competitor detailing course time and obstacles.
- Only one attempt at each target or obstacle by a competitor is permitted.
- Competitors are not able to stop/halt to attempt a target.
- Competitors may not ride outside the designated course boundary to cut or negotiate a target or obstacle.
- Competitors must start and finish between the pegs provided. Failure to do so will result in a loss of ten points.
- Should a competitor fall or need to dismount if whip is dropped, they may remount and continue if time provides.
- Competitor's lashes will be inspected at random for any form of tampering. Any lash that is found to have been altered will be disqualified from the whip crack event.

TOTAL POINTS 100

CROSS COUNTRY

A STOCKWHIP MUST BE CARRIED IN HAND AT ALL TIMES

Course maps will be provided during competitor registration on Thursday evening. All groups/competitors will walk the course (mounted/unmounted) together on Saturday prior to the commencement of the event as per competitor schedules. This is the only time horses will be permitted on the course throughout the event.

Any competitor found on the course during the event, outside the cross-country competition and organised course walk will be disqualified from the cross country and not attract a score for this event. The course will not be open at any other time for inspection other than when designated. The cross-country course will be closed to all competitors one month prior to the challenge.

No timing devices will be allowed on the cross-country course. Competitors found with any type of timing device will be automatically disqualified from this preliminary event.

Rules and requirements:

- Judges are entitled to ask competitors to replace any equipment found to be unsuitable or unsafe.
- All competitors must wear a standard helmet clearly marked with one of the following, ASNZ 3838, ASTM F1163 or EN 1384.
- There will be numerous obstacles comprising of logs, ditches, water, tyres, gates etc. over a course of approx. 1.2kms.
- There is an optimum time for the course with time penalties applying outside this time.
- Competitors must carry a full-length oilskin on the horse and stock whip in hand for the duration of the course.
- All jumps will be numbered and flagged, a red flag on the right and white on flag on the left.
- Competitors will be scored on each jump cleared (one attempt only)
- There is only one attempt at each jump, competitors risk elimination for a second attempt at a jump.
- The Battle on the Bidgee committee reserves the right to alter the cross-country course on the day for safety.
- In the event of a tie for first place, the competitor who completes the course closest to the optimum time will be declared the winner.

CROSS COUNTRY

Penalties will apply for:

- A refusal – backward step, run off, circle
- Riding around jump – no attempt made at jump
- Failure to jump between flags – horse and rider must pass between flags any connection with a flag will attract penalties.

Elimination will occur if:

- Horse is injured before or during the event.
- Fall – for the safety of horse and rider the competitor will be disqualified from this preliminary event
- Abuse of horses or dangerous riding - any act or series of actions, which, in the opinion of the Technical Delegate can clearly be defined as dangerous.
- Safety - rider who affects the safety of any horse, rider or third party and is considered to have acted dangerously.
- Withdrawal from event
- Unacceptable behavior - abusive towards stewards, spectators, other competitors
- Unauthorized assistance anywhere on course.

In the event of a fall & or incident on course:

- All competitors must take direction from jump stewards at this time. A flag will be raised on course to signal an emergency. Stewards will call 'fall on the course'. At this point, starting will cease. Any competitors on course at this time will continue the course. Competitors will be signaled through/around the jump where the incident has occurred. Full points will be awarded for this jump. If a rider experiences a fall they must be seen by medical attendants.

Give way / overtaking:

- A rider overtaking another rider must verbally signal their intention before acting.
- Any rider about to be overtaken by a following rider must quickly clear the way.
- Any rider passing another rider must do so only at a safe and suitable place.
- If the rider in front is committed to a jump the rider behind must wait for them to complete the jump.

CROSS COUNTRY

Vet area / cool down:

- Competitors must go to, and remain in, the cool-down area following completion of the course. Horses are to be unsaddled and presented to the vets for inspection exactly 10
- minutes after completion. Riders will be given their “vet inspection time” on entry into the cool down area. Competitors must remain in the cool-down area until the vet check has
- been completed and the vet is satisfied. The vet will compare the heart rate and recovery
- time of the horse with the resting heart rate (rate recorded at the Vet and Gear check) and the health and condition of the horse.
-

Time penalties

Time penalties for every 5 seconds outside the optimum time will apply.

- Penalties over optimum time:
- 0 to 5 sec over opt. time = 0 penalty
- 2 point penalty ever 5 sec over opt. time
- 5 to 10 sec over opt. time = 2 penalty points
- 10 to 15 sec over opt. time = 4 penalty points

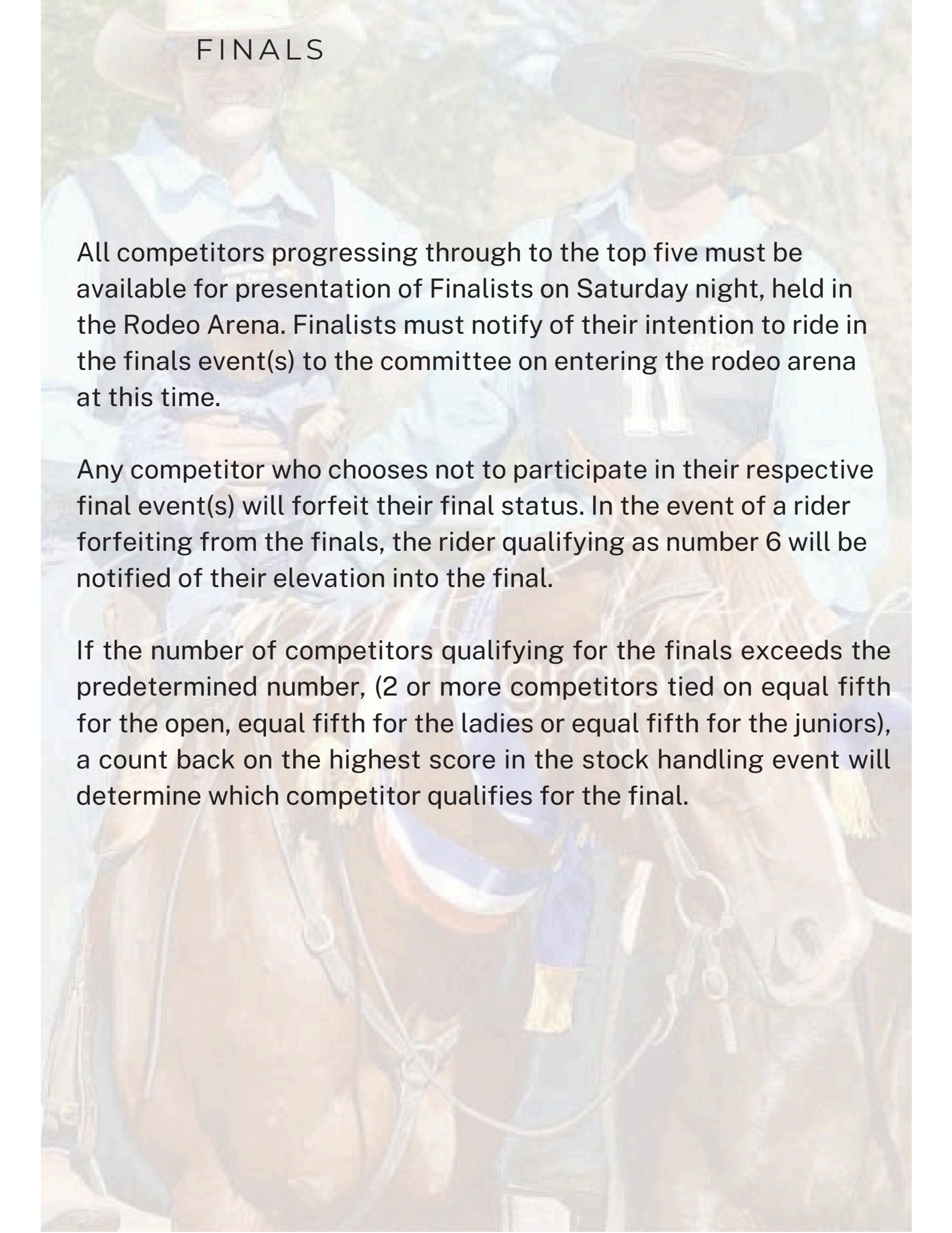
Time penalties will apply for under optimum time:

- 0 to 20 sec under opt. Time = 0 penalty
- 2 point penalty every 5 sec thereafter
- 5 to 10 sec under opt. time = 2 penalty points
- 10 to 15 sec under opt. time = 4 penalty points

TOTAL POINTS 100

COURSE 100 POINTS
VET CHECK 15 POINTS

FINALS

A faded background image showing two men in cowboy attire. The man on the left is wearing a light-colored cowboy hat, a light blue shirt, and a dark vest. The man on the right is wearing a dark cowboy hat, a light blue shirt, and a dark vest. They are both smiling and appear to be on horses, though the horses are mostly obscured by the text.

All competitors progressing through to the top five must be available for presentation of Finalists on Saturday night, held in the Rodeo Arena. Finalists must notify of their intention to ride in the finals event(s) to the committee on entering the rodeo arena at this time.

Any competitor who chooses not to participate in their respective final event(s) will forfeit their final status. In the event of a rider forfeiting from the finals, the rider qualifying as number 6 will be notified of their elevation into the final.

If the number of competitors qualifying for the finals exceeds the predetermined number, (2 or more competitors tied on equal fifth for the open, equal fifth for the ladies or equal fifth for the juniors), a count back on the highest score in the stock handling event will determine which competitor qualifies for the final.

JUNIOR FINALS

WORKING COW

Rules and requirements

- The working cow is an event where riders work a single, live cow around an arena. Judges brief, which includes scoring criteria and points system, will be held on Sunday morning at the Secretary's Office for Junior Finalists.

TIME TRIAL

Rules and requirements

- Junior Competitors will be required to complete a set, timed obstacle course. Obstacles that are 'unsuccessfully' completed will incur a time penalty. At the completion of 'a run', any time penalties will be added to competitor's course
- time with the quickest time being declared the winner.

LADIES AND NOVICE FINAL

WORKING COW HORSE

Rules and requirements

- The working cow horse is a two-phase event where riders perform a working pattern, before working a single, live cow around an arena.
- There will be a Judges Briefing on Sunday morning at the Secretary's Office for Ladies and Novice Finalists. Finalists will be notified of the briefing time the evening prior. The briefing will include scoring criteria and points system.

photographer

OPEN AND LADIES FINAL

WILD HORSE CATCH

Rules and requirements

- Wild Horses will be drawn on Sunday morning at the Secretary's Office determining the horse the competitor will catch.
- Any competitor not present 10 minutes after the third call for the draw will have their horse drawn by a committee member.
- Dangerous riding by competitor to either horse can result in disqualification from this section. Dangerous riding is determined at the judge's discretion.
- Only a halter may be used to catch the horse. Catching ropes or any catching gear with a Honda at either end cannot be used.
- Competitors are to supply their own halters – all halters will be inspected. No modifications are allowed to halters e.g. wire.
- Competitors will start inside the arena and time will begin when the wild horse clears the chute.
- In the event of a fall, a competitor may remount and continue (barring injury).
- If a horse is caught and time allows, a competitor must attempt to lead the horse and show control.
- Competitors are allowed to use the fence to improve catching position, but deliberate mistreatment of ridden horse or wild horse will lead to an immediate disqualification.

OPEN AND LADIES FINAL

WILD HORSE CATCH

Rules and requirements cont.

- There will be two judges for this event, with an average of the two scores applied.
- Competitors have unlimited attempts to catch their wild horse.
- A straight halter catch will gain more points than a rope catch followed by halter catch.
- No score will be given if a wild horse is injured or killed.

This is a hazardous sport, and it is stressed that competitors continue at their own risk.

TOTAL POINTS 100
(AVERAGED OVER JUDGES)

APPROACH 25 POINTS
CATCH 25 POINTS

HORSE AND RIDER
COMBINATION 25 POINTS

DEGREE OF DIFFICULTY 25
POINTS

NO CATCH NO SCORE

OPEN FINAL

BUCKJUMP

Rules and requirements

- Competitors will draw their wild horses on Sunday morning at the Secretary's Office immediately following the draw.
- The stock saddle used in the final must be the same saddle used throughout the competition. Back cinches and croppers will be permitted to be added to competitor's saddle for this event.
- No breast-plates permitted.
- No bind between the stirrups allowed.
- Chaps are optional.
- Regulation spurs only. No side rollers fixed or sharpened spurs allowed.
- Competitors must make an attempt to crack their whip to be awarded a score.

OPEN FINAL

BUCKJUMP

Rules and requirements cont.

- Any grab downs will equal automatic disqualification.
- If a competitor loses a stirrup, the ride will be considered incomplete, and no score will be awarded.
- A completed ride will be determined at the completion of an 8 second ride.

TOTAL POINTS 100
(AVERAGED OVER JUDGES)

HORSE 50 POINTS

RIDER 50 POINTS

BATTLE ON THE BRIDGE

We wish to take this opportunity to thank all sponsors big and small, all competitors, judges, spectators and volunteers.

An event such as the Battle on the Bidgee doesn't just happen and without all those dedicated to the sport it wouldn't happen.

We thank you for your continued support and hope to welcome you back in 2024.

We wish you all the very best over the competition.

