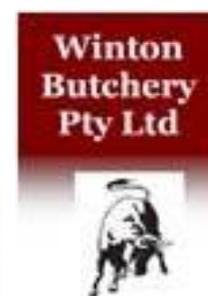
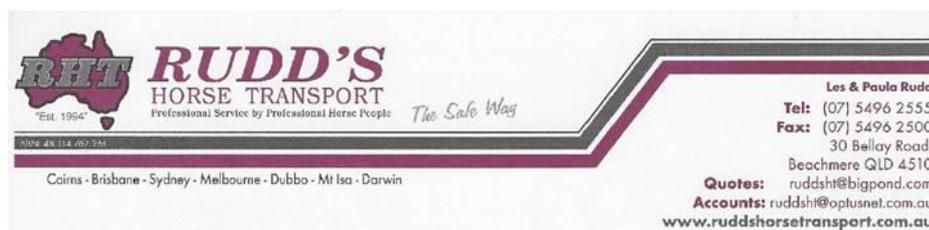


# OUTBACK LEGENDS CHALLENGE

STEWARD: JOHN PAINE PH: (07) 4657 3053 / 0447 970 457

## THIS SECTION WAS KINDLY SPONSORED BY:

ELANCO Animal Health, Bethel Saddlery, Curley Cattle Transport, TopX Longreach, Pearls n Horses, Errol & Carleen Entriken, TGV Contracting, Winton Butchery, John & Katrina Paine, Rudd's Horse Transport



### LIVESTOCK - PROPERTY MARKETING

**Class 137 OPEN SECTION**  
**Entries Close 31<sup>st</sup> May 2019**  
**Entry Fee \$60**

Payment and ribbons to sixth place.

First: \$650.00, Second: \$425.00, Third: \$255.00, Fourth: \$175.00,  
Fifth: \$110.00, Sixth: \$75.00.

### **OPEN CHAMPION**

*Engraved buckle donated by John & Katrina Paine*

### **HIGHEST CUT-OUT OPEN**

*Saddlecloth donated by ELANCO*

### **HIGHEST SCORING LOCAL COMPETITOR OPEN**

*Donated by Bethel Saddlery*

### **HIGHEST SCORING LADY RIDER**

*Donated by Pearls n Horses*

### **HIGHEST SCORING COMPETITOR UNDER 21 YEARS**

*Donated by TGV Contracting*

## **Class 138 JUVENILE SECTION**

For Competitors 17 years & under.

**Entries Close 31<sup>st</sup> May 2019**

**Entry Fee \$25**

Payment and ribbons to sixth place.

First \$195.00, Second \$100.00, Third \$70.00, Fourth \$50.00,

Fifth \$45.00, Sixth \$40.00.

### **HIGHEST CUT-OUT JUVENILE**

*Saddlecloth donated by ELANCO*

### **HIGHEST SCORING LOCAL COMPETITOR JUVENILE**

*Donated by Winton Butchery*

### **HIGHEST SCORING COMPETITOR 12 YEARS & UNDER**

*Donated by Winton Butchery*

## **GENERAL RULES (FOR CLASSES 137 - 138)**

1. **Competitors must supply a signed waiver and Horse Health declaration to the Show Secretary before competing.**
2. All sections of the Outback Legends Challenge are open to all horses.
3. The Outback Legends Challenge will be judged over two separate sections.
4. The first section will be a cattle working pattern as per schedule.
5. The dry work and cattle work sections will be equally weighted, with 100 points being awarded to each, making a maximum possible score of 200 points.
6. All competitors will be scored in both sections. Aggregate points will decide placing.
7. In the event of a tie for first place, a cattle working section run off will be held.
8. During cattle work the Judge will carry a whip and competitors will ride to the whip.
9. In the event of a beast proving unmanageable, the Judge will have the option of awarding the competitor one re-run. This decision will be strictly in the hands of the Judge, the competitors will endeavour to complete the course until they hear the cracking of the Judge's whip.
10. All reasonable efforts will be made by the Committee in the selection of suitable cattle for this event.
11. The Judge's decision is final and no correspondence will be entered into by the Committee. Score sheets will be available at the conclusion from the Committee.

Equipment: Horses must compete in a snaffle bit. No martingales or nosebands of any description to be worn. Competitors must wear appropriate stockman's attire. Conventional stock saddles must be used as horned saddles are not allowed.

## **CATTLE WORK RULES**

Competitors will be allocated a number of cattle in the cut-out yard. After demonstrating the cutting out ability of their horse to the Judge, the competitor will call for the opening of the gate and attempt to drive their beast through the clover leaf pattern formed by the pegs in the arena. Upon entering the arena, the competitor is free to choose a right or left hand course. One fresh beast will be put into the cut-out yard after each run.

Maximum points allocated will be as follows: Yard work - 25 points, first peg - 25 points, second peg - 25 points and gate - 25 points. - Total 100 points.

If a competitor should turn tail or be unable to leave the yard unassisted with their beast, then no points will be awarded for their yard work.

Once in the arena competitors are encouraged to attempt encircling each peg and passing through the gate once only i.e. if the first peg is missed then competitors should proceed with an attempt at the second peg. Competitors will be scored for each peg and the gate even if they are missed. Once the beast and competitor are through the gate, the run will finish.

However, if the gate is missed or split, then the competitor is required to attempt to complete the circle they started. Circles will be deemed complete when the beast crosses its own tracks.

This event is designed to promote sound stockmanship. Competitors are encouraged to keep their cattle away from the fence as much as possible. Any deliberately cruel or negligent treatment of the cattle by competitors will be penalised.

### DRY WORK RULES

Competitors will be judged on their ability to perform the pattern as written. Any deviation from the exact written pattern, whether initiated by the horse or rider, will be considered a lack of control and marked accordingly.

Credit will be gained by those competitors who can show speed when required, relaxed slow gait when required, smoothness, finesse and absolute control, with the horse being willingly guided in a calm, confident manner, without anticipation or hesitation.

Those horses that are ridden with contact will be judged the same as horses ridden with a loose rein, provided that the horse shows no resistance and continues to move forward willingly.

Circles should be round, of the appropriate speed and size, should have a common centre point, with both right and left circles mirroring one another.

Lead changes should be in the centre of the arena.

Straight lines should be just that - no leaning left or right.

When stopping, the horse should stay straight, use his back and stop willingly without any pulling or jarring on his front end.

Spins should be smooth and rhythmic without roughness and hopping and the horse should demonstrate a willing and relaxed manner throughout.

Horses should back up willingly in a straight line for at least 3 metres.

N.B. The Winton P&A Show Society Inc. holds written confirmation from the Australian Campdraft Association Inc. that winning or placing in this event will not alter the ACA status of the horse.

### OUTBACK LEGENDS CHALLENGE PATTERN

STEP	PROCEDURE	POSSIBLE POINTS
1	Start at A, acknowledge the Judge, and working walk across the arena to B. Working trot to C.	10
2	Canter on left lead straight to D and stop. Spin one and a half circles to the left.	10
3	Canter on right lead straight to C and stop. Spin one and a quarter circles to right.	10
4	Canter one and a half fast circles to the right to E.	10
5	Canter a small slow circle to the right and a flying change at E.	10
6	Canter a small slow circle to the left.	10
7	Canter a large fast circle to the left and a flying change at E.	10
8	Gallop right around the top of the arena, do not close the circle but continue to F, stop and roll back to the left.	10
9	Gallop around the top of the arena, stop and rollback to the right.	10
10	Fast canter straight to H, stop and back up five strides. Exit the top of the arena at a walk, cracking the whip.	10
TOTAL POINTS		100

