



Fraser Coast & District Campdraft and Sporting Club Inc

Two Handed Cut-Out Competition



RULES

1. JUDGING THE COMPETITION

- 1.1 The event begins as the horse and rider cross the time line and move quietly towards the mob, deliberately and without hesitation. Competitors have a maximum time limit of two and a half minutes to complete their work. A whistle will be blown when there is 1 minute to go.
- 1.2 The rider must use two (2) hands on the reins and have light contact with the horse's mouth whilst selecting and working the beast. Once the beast is isolated from the mob and in the working area, the rider should allow the horse more freedom to demonstrate its skills.
- 1.3 The horse should match the beast's every move to prevent its natural inclination to return to the mob. The horse should show the ability to react instinctively to the beast's movements with minimal direction from the rider.
- 1.4 Competitors are allowed a minimum of two head and a maximum of 3 head of cattle to work. The competitor may quit the beast when:
 - 1.4.1 The beast is under the competitors control;
 - 1.4.2 The beast is obviously turned away, or
 - 1.4.3 The beast is lost behind the turnback horses
- 1.5 The horse should not lose his working advantage by going past a working beast.
- 1.6 The Competitor will cease being judged once the beasts have been worked or the time limit has expired - whichever occurs first.
- 1.7 Once the time limit has expired, a hooter will be sounded and the competitor must cease work immediately.
- 1.8 The Judge will evaluate the competitor's work as follows:
 - 1.8.1 The challenge put forward by the beast – the speed and determination of the beast to return to the mob.
 - 1.8.2 The horse's instinctive reactions and ability to block and hold the beast in the working area away from the mob.
 - 1.8.3 Errors in judgement by the horse or rider during the competition.
- 1.9 The competitor will be scored out of 100 points. The competitor with the highest points will be declared the winner. In the event of two or more horses having equal top points, a run-off will be required to determine the winner.





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2. SCORING THE EVENT

2.1 The event will be scored out of 100 points to be divided as follows:

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| 2.1.1 | <u>Cutout</u> | 25 points |
| 2.1.1.1 | The horse and rider's ability to cut out the chosen beast and move it to the working area as expeditiously as possible without causing disturbance to the mob. | |
| 2.1.1.2 | The horse and riders' ability to enter the mob quietly with very little disturbance to the mob or to the beast brought out. | |
| 2.1.1.3 | The horse and rider's ability to cut out the beast toward the working area to commence competition. | |
| 2.1.2 | <u>Control</u> | 25 points |
| 2.1.2.1 | The horse and rider's ability to keep the beast in the centre of the working area. | |
| 2.1.2.2 | A horse that works the cattle smoothly and retains the working advantage | |
| 2.1.2.3 | The horse driving the beast a sufficient distance from the mob to assure that the mob will not be disturbed. | |
| 2.1.3 | <u>Degree of Difficulty</u> | 25 points |
| 2.1.3.1 | How fast the beast moves in its efforts to escape from the working area, coupled with how close the horse has to get to the beast in its efforts to keep it in the working area. | |
| 2.1.4 | <u>Eye Appeal</u> | 25 points |
| 2.1.4.1 | Overall impression of how the horse and rider looked and how correctly they performed the above tasks. | |
| 2.1.4.2 | A horse that works the beast in a smooth and effective manner with minimal assistance from the rider. | |

2.2 The points for the four categories above are added together and the total number of penalties is deducted to obtain a score.

3 PENALITES



3.1 The competitor will be penalised each time the following occurs:



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3.1.1 *Minor penalties – one point*

- 3.1.1.1 Any noise directed by the contestant towards the mob or beast
- 3.1.1.2 A horse being seen to be visually cued by the rider
- 3.1.1.3 A horse losing the working advantage, by going past the working beast.

3.1.2 *Intermediate Penalties – three points*

- 3.1.2.1 Each time a horse scatters the mob while working a beast or picks up other cattle through the fault of the horse.
- 3.1.2.2 The competitor will be penalised each time the back or side fence actually stops or turns the beast being worked.
- 3.1.2.3 Quitting a beast not under the competitor's control.
- 3.1.2.4 The horse being excessively spurred or spurred on the shoulder.
- 3.1.2.5 The horse pawing, biting or kicking at cattle.

3.1.3 *Major penalties – five points*

- 3.1.3.1 The horse loses the beast back into the mob
- 3.1.3.2 Failure to separate a single beast after leaving the mob
- 3.1.3.3 Changing cattle after a specific commitment
- 3.1.3.4 A competitor who, in the opinion of the Judge, continues to work a beast after the time limit bell or hooter has sounded.

3.1.4 *Elimination*

- 3.1.4.1 At the Judge's discretion, a competitor may be eliminated for horse abuse or excessive disturbance to the mob or mistreatment of cattle.
- 3.1.4.2 If a horse's tail turns towards the beast being worked.
- 3.1.4.3 When a rider falls from a horse and/or the horse falls to the ground.
- 3.1.4.4 Illegal tack.

4 TACK & ATTIRE

- 4.1 Horses must be ridden in a bridle. The bridle shall have no head checks, running reins, running rings or any device giving the rider extra control over the horse.
- 4.2 The Club's Dress Code will apply.





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5 CATTLE

- 5.1 The Number of cattle in the arena will be 15. Cattle will be changed after every 5 competitors.

6 DUTY OF TURN BACK RIDERS

- 6.1 The competitors are responsible for providing their own turn back riders. Depending on the size of the arena, two or four turn back riders may be required.
- 6.2 Turn Back riders are required to settle the cattle prior to the competitor crossing the starting line.
- 6.3 The duty of turn back riders is to provide the competitor with ample opportunity to separate the beast from the mob. Once the beast is separated, the turn back riders, positioned in front of the working area, should block the beast in such a way that the competitor has an excellent opportunity to show the horse's potential.
- 6.4 Any excessive action by the turn back riders to help the competitor (ie: saving a major penalty from occurring) will be dealt with as a reduction of points for the competitor, even though there is no specific penalty for this action.

7 SERIES RULES

- 7.1 This Competition will consist of Five (5) Rounds.
- 7.2 Each round will be limited to the first 40 correct fully paid entries received.
- 7.3 A maximum of two (2) horses per rider may be entered.
- 7.4 Riders must ride the same horse at each round to be eligible for the Series placings. There is to be no substitute of horse or rider under any circumstances.
- 7.5 Round Placings will be made to third place
- 7.6 Overall Series Placings will be to 5th place.
- 7.7 Round Prizemoney will be allocated as follows – 40% of nominations taken paid out as prizemoney for each round as 50%, 30% and 20%.
- 7.8 Overall winner of the Series will receive a Montana Silver Engraved Trophy Buckle.

