



# UPPER MURRAY HORSEMAN'S ASSOCIATION INC

*RULE BOOK*

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# **CONTENTS.**

<b>1. CODE OF CONDUCT FOR THE CARE AND TREATMENT OF STOCK – CATTLE &amp; HORSES</b>	<b>PAGE 2</b>
<b>2. UMHA CODE OF PRACTICE</b>	<b>PAGE 3</b>
<b>3. DRESS</b>	<b>PAGE 4</b>
<b>4. HARDHATS</b>	<b>PAGE 4</b>
<b>5. GEAR</b>	<b>PAGE 5</b>
<b>6. HORSES/STALLIONS</b>	<b>PAGE 5</b>
<b>7. TEAM YARDING</b>	<b>PAGE 5</b>
<b>8. JACKPOT TEAM YARDING</b>	<b>PAGE 7</b>
<b>9. SNAFFLEBIT CUTTING</b>	<b>PAGE 8</b>
<b>10. SNAFFLEBIT CUTTING SERIES</b>	<b>PAGE 9</b>
<b>11. ARENA SORTING</b>	<b>PAGE 10</b>
<b>12. SPEED PENNING</b>	<b>PAGE 11</b>
<b>13. NOVELTIES</b>	<b>PAGE 12</b>
<b>14. ANNUAL AWARDS</b>	<b>PAGE 12</b>
<b>15. TRAIL RIDES</b>	<b>PAGE 21</b>
<b>16. LIFE MEMBERS</b>	<b>PAGE 21</b>

# **1. CODE OF CONDUCT FOR THE CARE AND TREATMENT OF STOCK – CATTLE & HORSES**

## **1.1 Introduction**

- a) This Code is intended to compliment and support existing legislation. The staging of a Campdraft, Two Handed Cutting, Team Yarding and training events and the conduct of those involved are subject to the relevant legislative requirements in each State.
- b) The rules for the care, treatment and welfare of stock are to be observed by all Upper Murray Horseman's Association Inc personnel at each event.
- c) If, for any reason, there is a conflict between the rules of competition and the code for the care and treatment of livestock then the latter shall prevail, with qualification.
- d) Any competitor failing to comply with the animal welfare rules of the U.M.H.A. including unnecessary rough handling of livestock during competition at the discretion of the judges shall be disqualified from the event.

## **1.2 Policy Statement**

- a) It is the policy of the Upper Murray Horseman's Association Inc that animals used at all their events shall be treated humanely and with proper consideration for their health and welfare.
- b) The rules for the conduct of events shall be consistent with this policy and shall be specifically designed to prevent cruelty and minimize the risk of unintentional injury or mistreatment.
- c) The voluntary Code of Conduct shall be binding on the Upper Murray Horseman's Association Inc, its officers, members and committee.

## **1.3 Event Cattle & Competition Horses**

- a) All cattle used must be a suitable size and in a healthy, strong condition, as dictated by normal circumstances for cattle in that particular region.
- b) Female stock, which is in obvious pregnant condition, must not under any circumstances be used in any event.
- c) Cattle must have two sound eyes. (Pink eye scars are acceptable).
- d) Assembly of stock must be in stock-proof yards. All yards and loading ramps must be constructed and maintained to minimize stress and inconvenience.
- e) Cattle should be settled before working to ensure they are tractable and comfortable with horses.
- f) All cattle presented by the committee for use in competition must be fed and watered in accordance with normal husbandry methods for cattle in transit by droving or motor transport.
- g) Shelter from heat, wind and cold is not considered necessary for cattle except in extreme circumstances.
- h) At the completion of unloading of stock a representative of the committee is to inspect the stock and any injured animals to be treated and placed in a situation to relieve stress as soon as practical.
- i) During each and every event, a representative of the committee will supervise the use of stock to ensure the continued suitability of stock for use during such event.
- j) The use of dogs to work cattle in yards is strictly prohibited.
- k) Cattle are to be handled by competent stock person.

- l) If available, services of a veterinary surgeon will be procured to provide the humane destruction of any animal, which is deemed to be in a state of distress requiring such treatment. If a veterinary surgeon is not available, any competent paramedic and/or stock contractor may be procured to provide such services.
- m) In Team Yarding and Two Handed Cutting events cattle may only be used a maximum of three times over a two-day event, being preferable that they only be used twice in the one day. In Campdrafting events cattle can only be used once.
- n) The judge may order the removal of unsound or distressed cattle.
- o) All horses shall be presented in body condition and soundness satisfactory to the judges of the event. The judge must disqualify from competition any horse not meeting these requirements.
- p) The judge must disqualify any competitor/s causing unnecessary distress to either horse or beast at any event.
- q) The owners of stock injured during the event are to be offered adequate recompense for their loss.

#### **1.4 General Animal Welfare Concerns**

- a) Poor preparation of arena surfaces.
- b) Use of unfit and unsuitably trained horses in events.
- c) Overworking of the cattle following completion of a run.
- d) Use of sharpened spurs.
- e) Use of inappropriate bits that cause unreasonable pain and suffering.
- f) The running of events in excessively hot weather (40° C or above).

## **2. UMHA CODE OF PRACTICE**

These requirements are aimed at reducing or eliminating risks to both participants and spectators at all UMHA events. They do not include any special rules which UMHA may impose, such as those relating to the running of events, arena size or setup, competition rules, disqualification and so on.

This Code only addresses risks related to the use of horses and cattle at all UMHA events and the need to control unintended interactions between horses, cattle and people. In addition, there are a number of other risks that are associated with horses and cattle at events.

These include but are not limited to: -

- Injury due to physical conditions (e.g. slips, trips, falls)
- Environmental injuries (e.g. sunstrokes, insect bites)
- Property damage (e.g. a damaged car).

In order to comply with this code, operators will need to comply with the general requirements and the specific requirements for the activities they undertake.

Notwithstanding any provisions of this code, the UMHA Committee has a duty of care to all participants, staff, and spectators. The Committee should review the operations at all UMHA events to ensure they meet this requirement.

## **2.1 General requirements for all events.**

### **Buildings and Grounds**

- a) Committees should ensure buildings used as part of an event, comply with appropriate state and local government safety regulations. Particularly in relation to fire control systems, food preparation areas and waste disposal. All buildings that are not used for events should be kept secure to prevent unauthorized entry.
- b) Where practical, all grounds should have a secure perimeter that reduces the likelihood of horses or cattle escaping. Where fencing is not practical, alternate means should be provided for avoiding uncontrolled stock gaining access to roads.
- c) In order to reduce the potential for uncontrolled, and unsafe, interactions between horses, cattle, humans and property (including vehicles), signs should be installed that indicate:-
  - a) Areas the public are permitted and where access is restricted.
  - b) Potential dangers to the safety of both humans and horses.
- d) Where events involve moving stock on public roadways, signs must be installed to adequately warn motorists of the use of the road by horses, riders and cattle.
- e) All events should have access to a First Aid kit. All officials and staff should be made aware of the location of the kit. At least one clearly identified person must be nominated to provide first aid during all of the events.
- f) All premises must have an effective communication link for contacting emergency services. All officials and staff should be aware of the location of the communication link.
- g) Committees must, as far as practicable, ensure all areas are free of hazards, particularly slip, trip and fall hazards, that may cause injury to horses, riders, staff and the public.

## **3. DRESS:**

- 3.1 Competitors must wear a collared, buttoned shirt with sleeves and long trousers in competition at all times. Competitors must be neat and presentable. No T-shirts, singlets or bare tops are allowed.
- 3.2 Riding boots must be worn while mounted. No rough soled work boots, runners or gumboots are to be worn. Appropriate footwear must always be worn when riding. This footwear must enable removal of the foot from the stirrup iron. It must also prevent the foot sliding forward and through the stirrup iron. When handling horses (i.e. not riding) footwear should be worn that provide strong protection to the top of the foot. Leather boots are preferred.

## **4. HARDHATS:**

- 4.1 Hardhats must always be worn while competing or actively training in an UMHA organized event.
- 4.2 All riders under 18 years of age must wear a helmet whilst mounted.
- 4.3 Hardhats must comply with current Australian Safety Standards (AS/NZ 3838, VG1, ATSM F1163). Helmets should be replaced after any fall, drop or impact. Helmets have a useable life without any impact for 5 years and must be replaced after this time. The chinstrap must always be securely fastened under the chin.
- 4.4 No hats (peak caps or beanies) are to be worn under hardhats.

## 5. GEAR:

- 5.1 All equipment (e.g. saddles, bridles) used with the horse should be in good repair and correctly fitted.
- 5.2 Saddles must be securely attached to the horse in a manner that keeps the saddle properly in place. A saddle must have at least two points of attachment. Suitable attachments are a double buckle girth, girth and surcingle, or double wrapped latego.
- 5.3 No headchecks, running reins e.g. German Martingale or tiedowns can be used whilst working with cattle at an Upper Murray Horseman's Association Inc event, e.g. Team Yarding, Cutting or moving cattle on or off the arena. Rings can be used but they must have split reins.
- 5.4 Bosals and hackamores may be used by adult riders only (18 years and over). They shall be of rope or braided rawhide and have no metal parts.

## 6. HORSES:

### 6.1 Stallion control:

All Stallions are to be double tied by neck strap and halter and enclosed in a panelled fence on all grounds. No rider under 18 years is permitted to ride or handle a stallion at any Upper Murray Horseman's Association Inc event, either in competition or on the grounds. When not competing the Stallion is to be under Adult supervision at all times.

### 6.2 Ribbon Codes:

are to be attached to horse's tails if:

Stallion – yellow, Kickers – Red, Green horse – Green.

## 7. TEAM YARDING

### 7.1 Setting up of yard and starting line:

- a) The yard will be located at one end of the arena either in the centre or to one side and will be approximately 4.8 metres (16ft) wide and at least 4.8 metres (16ft) deep with one 2.4 metres (8ft) wing. The yard and the end of the wing is to be a minimum of 3.6 metres (12ft) from the arena fence.
- b) The starting line will be marked on both sides of the arena with a witch's hat or suitable markers.

### 7.2 Cattle numbers and change of cattle:

- a) Thirty head of cattle are usually used on the arena for the competition.
- b) These thirty head are changed with another mob of thirty after every ten runs.
- c) Occasionally the number of cattle used may need to be altered due to arena size and /or cattle availability.

### 7.3 Teams:

- a) A team consists of three riders, each of 14 years or older (Seniors) or 13 years and under (Juniors).
- b) Seniors riders are only permitted to enter in two teams for the event.
- c) Junior riders will only be in one team for the event.
- d) No two teams can have the same three riders.

- e) No horses or riders in the team may be changed after the first run except due to injury and after approval by the judge.

#### **7.4 Start of competition:**

- a) Consumption of alcohol is not permitted while competing.
- b) No smoking is allowed while competing.
- c) No whip or switch can be carried into the arena.
- d) All cattle must be behind the starting line and close to the end opposite the yard before time begins.
- e) The announcer will advise of the colour marking or the cattle identification number as the nose of the first competitor's horse crosses the starting line. Time will start at this time.
- f) Once the run has started team members may ride anywhere in the arena.
- g) Within a two-minute time limit, the team will attempt to cut out from the mob and yard three (3) head of cattle with the same assigned colour marking or identity number. At one minute thirty seconds a bell will ring letting competitors know that thirty seconds is left remaining.
- h) A team may call for time when one, two or three of the assigned cattle are yarded. To do this, at least one horse & rider must stand in the gateway of the yard and raise his or her hand. The tip of the horse's nose must cross the line of the gateway and under no circumstance is a horse and rider to enter into the yard any further than the point of the shoulder of the horse.
- i) Teams yarding three head of cattle will place higher than those yarding two and two will place higher than one, regardless of time.
- j) Time cannot be given until the assigned cattle are in the yard and all other cattle are on the main mob side of the starting line and all three riders are on the yard side of the starting line.
- k) No time will be given if incorrect cattle are in the yard when time is called.
- l) No team member is to enter the yard to remove unwanted cattle. Riders must work the cattle from outside the yard.
- m) After completing the run the team is to move the cattle quietly back to the mob so the cattle can be gathered and settled prior to the next run. No horse is to enter the yard to remove the cattle as this is to be carried out from the outside at all times.
- n) Three team prizes (1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup>) will be awarded for the most cattle yarded in the fastest three aggregate times.
- o) Another prize is awarded for the team with the individual run where most cattle were yarded in the fastest time.
- p) At the discretion of the judge, a team may be awarded a re-run if one or more head of their cattle is deemed unsuitable, incorrectly marked or escapes from the arena.

### **7.5 Disqualification and penalties** (will be signified by the blowing of whistle):

- a) Running cattle into the arena fence.
- b) Badly hocking or running up the rump of a beast.
- c) A fall of the horse or rider causing loss of control.
- d) Horse bucking or rearing out of control.
- e) Excessive or harsh use of bit or spurs.
- f) Competitors not considered by the judge to be in control of their horse.
- g) A team exhibiting unnecessary rough handling or riding into the mob at excessive speed.
- h) Entering into the yard any further than the point of the horse's shoulder.
- i) Teams with more than 5 head of cattle across the starting line at any time incur a no time for that run.
- j) Teams not ready to enter the arena when called by the announcer after three calls, will be disqualified for that run. The only exception to this is for teams with riders helping to support the event e.g. People working in the yards with cattle, judges, scorers, caterers etc.
- k) Unsportsmanlike behaviour, for example, swearing.
- l) Broken reins, bit or bridle and stirrup leathers lost or broken.
- m) The Committee reserves the right to alter the program at any time as deemed necessary.
- n) The Judge's decision is final.

## **8. JACKPOT TEAM YARDING**

- a) This event runs from July 1<sup>st</sup> to June 30<sup>th</sup>.
- b) Riders must be 14 years and over and a full financial member of the Upper Murray Horseman's Association Inc.
- c) To qualify riders must compete at two Tallangatta team yarding events (Tallangatta Show & Tallangatta 'Out of Hat' competition) and two other UMHA team yarding events (Berrigan, Oxley and Edi).
- d) Riders qualify as an individual not as a team.
- e) Teams of three are made with other individual qualifiers.
- f) Riders may only compete in one team.
- g) Teams will have only one run and the winner will be the team with the highest number penned with the fastest time.
- h) All team yarding rules with regards to yards, cattle, competition, penalties and disqualification will apply.
- o) The Committee reserves the right to alter the program at any time as deemed necessary.
- p) The Jackpot is not included in any points for the Annual Awards.
- q) The Judge's decision is final.

## 9. SNAFFLEBIT CUTTING

- a) Snafflebit Cutting is a two-handed contest.
- b) If the rider uses one hand and/or drops their hands there will be an automatic score of 60.
- c) Horses can only be entered for one run.
- d) Each rider has a limit of two runs per rider.
- e) The burden of proof of eligibility will be on the competitor.
- f) Any rider found to have misrepresented the status of their horse or themselves will be referred to the UMHA Committee for potential disqualification from UMHA Snafflebit Cutting events for 12 months.
- g) At the completion of the event the Judge will have discussion with the Committee with any recommendations for change of class for any horse or rider. The Judge's decision will be final.
- h) There are two classes within the Seniors –
  - i. Open Class:
    - Open to any horse that has not won more than 30 points or more than \$3,500 in lifetime earnings at affiliated NCHA competitions.
    - Open to any rider that has not won more than 100 points or more than \$5,000 in lifetime earnings at affiliated NCHA competitions.
    - Open to riders who are Cutting Horse Trainers or work for Cutting Horse Trainers.
    - Once a horse has been entered in the Open Class they are no longer eligible to compete in the Novice Class unless approved by the Judge.
  - ii. Novice Class:
    - Open to any horse that has not won or placed in the top three at any affiliated NCHA competitions.
    - Open to any horse that has not won the Annual UMHA Novice Horse of the Year.
    - Open to any horse that has not won or placed more than three times in the UMHA Novice class.
- i) It is open to all Junior riders who have not won more than \$2,000 lifetime earnings at the commencement of the points score year.
- j) Horses in the Snafflebit class may be ridden with a bridle having a snaffle bit only and shall have no noseband.
- k) Twisted wire snaffles, gag snaffles or shank snaffles shall not be used.
- l) Snafflebits are to be a minimum of 10mm (3/8") and have a smooth single jointed mouthpiece.
- m) The time allotted each horse to work is two and a half (2.5) minutes.
- n) The time line is merely a point at which the contestant's run begins.
- o) The designated working area is the area of the contest arena between the judge and or judges' stand/s and the back.
- p) **“Competition Ground”** means the arena within which the competition is being or is about to be conducted.
- q) Recommended size: 24m (80') - 30m (120') x 45m (150') - 80m (250').
- r) The time line should be a minimum of 20m (60') from the back fence.

- s) It is recommended that the judge or judges' stand/s be at least 38m (120') from the back fence.
- t) The surface should be of tilled earth or fine sand with a minimum depth of 5cm (2.5") to 15cm (6"). Note: If the arena floor is of concrete a 30cm (12") rolled clay base must be provided, then a minimum depth of 15cm (6") of sand. If the floor is of rolled clay, a minimum depth of 15cm (6") of sand and if the floor is of natural cushioned earth then a depth of 10cm (4") is sufficient.
- u) The arena should be watered to control dust which can cause problems for contestants and animals.
- v) Consumption of alcohol is not permitted while competing.
- w) No smoking is allowed while competing.
- x) The Judge's decision is final.

### **Disqualifications and penalties**

#### **One Point:**

- A: Loss of working advantage
- B: Noise directed toward cattle
- C: Toe, foot or stirrup on shoulder
- D: Hold on too long on a cut
- E: Working out of Position

#### **Three Points:**

- A: Hot quit
- B: Cattle picked up or scattered
- C: Spur in the shoulder
- D: Pawing or biting cattle
- E: Failure to make a deep cut
- F: Back fence

#### **Five Points:**

- A: Horse quitting a cow
- B: Losing a cow
- C: Changing cattle after a specific commitment
- D: Failure to separate a single animal after leaving the herd
- 60 If horse turns tail
- 60 If horse falls to ground

#### **Disqualification: (score 0)**

- Illegal equipment or leaving area before time expires
- Unsportsmanlike behaviour, for example, swearing

## **10. SNAFFLEBIT CUTTING SERIES**

- a) This event runs from January 1st to December 31st.
- b) All events/rounds are conducted under the above rules and conditions.
- c) Points are allocated to the nominated horse and rider combination.
- d) Points are allocated over the nominated UMHA Cutting events.
- e) Points are as follows;  
First place – 3 points, Second place – 2 points, Third place – 1 point.
- f) You must be a full financial member of the Upper Murray Horseman's Association Inc.
- g) In the event of a draw in any round a run off will be conducted (time & stock permitted) otherwise points will be split.
- h) The Judge's decision is final.

## 11. ARENA SORTING RULES

- a) There will be 10 head of cattle in the end of the arena marked with visible numbers from 0 to 9, plus 2 head of unmarked cattle, total of 12 head.
- b) The starting number for the team will be announced when the nose of the first horse crosses gateway.
- c) Team starts with the starting number given by the judge and continue in numerical order sorting. E.g.: your number is 6 then 7, 8, 9, 0, 1, 2, 3, 4, 5.
- d) Cattle are considered sorted when the butt of the tail of beast cross gateway.
- e) The team will continue to sort until all the cattle are sorted or until you run out of time.
- f) The time limit is 2 minutes.
- g) Each team will have two runs.
- h) The fastest individual time will determine the winner.
- i) A Senior rider can only be in two teams and a Junior Rider in one team.
- j) No two Senior teams can have the same two riders.
- k) Teams will receive a 30 second warning.
- l) The whistle will signal the end of the time/run.
- m) Teams are judged on the number of cattle sorted not on the time it took to sort them.
- n) If the team sorts 10 head of cattle, the time will become the determining factor. The clock will be stopped when the butt of the tail of the last cow crosses the gateway.
- o) It is permissible to stop sorting anytime and hold cattle already sorted until the clock runs out.
- p) Consumption of alcohol is not permitted whilst competing.
- q) No smoking is allowed whilst competing.

### 10.1 Disqualifications (will be signified by the blowing of whistle):

- a) If any cattle cross the gateway out of sequence.
- b) If any cattle already sorted come back across the gateway.
- c) Hazing cattle with hats, reins or rope.
- d) Unsportsmanlike behaviour, for example, swearing.
- e) Running cattle into the arena fence.
- f) Badly hocking or running up the rump of a beast.
- g) A fall of the horse or rider causing loss of control.
- h) Horse bucking or rearing out of control.
- i) Excessive or harsh use of bit or spurs.
- j) Competitors not considered by the judge to be in control of their horse.
- k) A team exhibiting unnecessary rough handling or riding into the mob at excessive speed.
- l) Broken reins, bit or bridle and stirrup leathers lost or broken.
- m) The Committee reserves the right to alter the program at any time as deemed necessary.
- n) The Judge's decision is final.

## 12. SPEED PENNING

- a) There will be 10 head of cattle in the end of the arena marked with visible colours/numbers from 0 to 9, on either the shoulder or the rump.
- b) The colour/number will be announced and time begins when the nose of the horse crosses the start line.
- c) The object is to draft out the designated beast and put it through the gate of the pen.
- d) The time limit is 60 seconds.
- e) The gate of the pen will be marked with red flags.
- f) A bell will ring at 40 seconds, marking 20 seconds left.
- g) The whistle will indicate the end of the time/run.
- h) The rider will have three runs with an aggregate score to determine the winner.
- i) A rider may enter a second horse for another three runs (cattle & time permitting).
- j) The time is stopped when the butt of the tail of the designated beast is through the gate of the pen.
- k) The rider can be anywhere on the arena when time is called.
- l) Once time is called the rider must stop immediately until the rider in the other arena has penned his beast or the 60 second whistle has blown.
- m) All cattle are allowed over the start line at any time without penalty.
- n) Consumption of alcohol is not permitted while competing.
- o) No smoking is allowed while competing.

### 12.1 Disqualifications (will be signified by the blowing of whistle):

- a) If any part of another beast or horse cross the gate of the pen.
- b) Hazing cattle with hats, reins or rope.
- c) Unsportsmanlike behaviour, for example, swearing.
- d) Running cattle into the arena fence.
- e) Badly hocking or running up the rump of a beast.
- f) A fall of the horse or rider causing loss of control.
- g) Horse bucking or rearing out of control.
- h) Excessive or harsh use of bit or spurs.
- i) Competitors not considered by the judge to be in control of their horse.
- j) A team exhibiting unnecessary rough handling or riding into the mob at excessive speed.
- k) Broken reins, bit or bridle and stirrup leathers lost or broken.
- l) The Committee reserves the right to alter the program at any time as deemed necessary.
- m) The Judge's decision is final.

# 13. NOVELTIES

## 13.1 Barrel Race

### Equipment:

- a) Three 44 gallon drums (preferably padded or plastic).
- b) Two flag poles and blocks.
- c) Stop Watch

### Setting Up the Course:

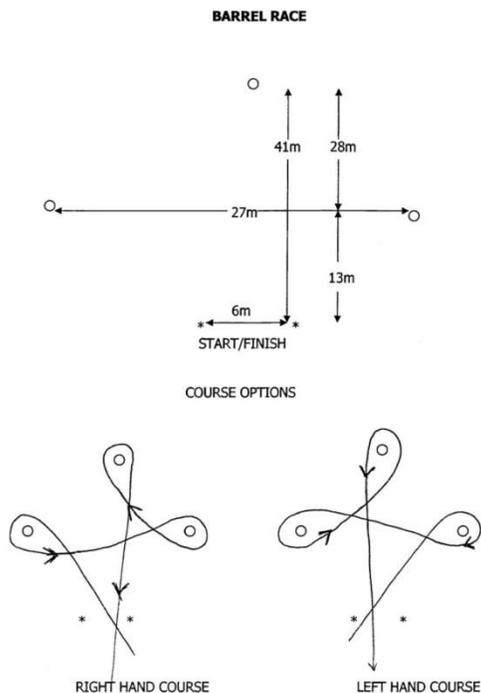
- a) Measurements same as for flag.
- b) Place the two poles and blocks either side of the starting line and 6 metres apart.
- c) Place one barrel in direct line from the start at 41 metres.
- d) Place the other two barrels 27 metres apart, with the centre line between the two, 13 metres from the start, and 28 metres from the furthest barrel.

### Event Rules:

- a) Horses saddled, competitors mounted back from the starting line.
- b) Competitor's time commences immediately he/she passes through the start flags (flying start) and finishes immediately as he/she passes through the finish line.
- c) Competitors may go to the right or left barrel first, but must make one right and two left hand turns or one left and two right hand turns.
- d) A five second penalty will be added to the competitor's time for each barrel knocked down.

### Disqualifications:

- a) For an incorrect course.
- b) For touching a barrel with hand/s.
- c) For not passing through the start and finish flags.



## 13.2 Tandem Barrel Race

### Equipment:

- a) Three 44 gallon drums (preferably padded or plastic).
- b) Two flag poles and blocks.
- c) Stop Watch.
- d) Ribbon or other soft holding device one metre long.

### Setting Up the Course:

- a) Measurements same as for flag.
- b) Place the two poles and blocks either side of the starting line and 6 metres apart.
- c) Place one barrel in direct line from the start at 41 metres.
- d) Place the other two barrels 27 metres apart, with the centre line between the two, 13 metres from the start, and 28 metres from the furthest barrel.

### Event Rules:

- a) This is a two rider event.
- b) Horses saddled, competitors mounted back from the starting line with each competitor holding onto one end of the one metre long ribbon.
- c) Competitor's time commences immediately they pass through the start flags (flying start) and finishes immediately as he/she passes through the finish flags.
- d) Competitors may go to the right or left barrel first but must make one right and two left hand turns or one left hand and two right hand turns.
- e) A five second penalty will be added to the competitors' time for each barrel knocked down.

### Disqualifications:

- a) For an incorrect course.
- b) For touching a barrel with a hand/s.
- c) For not passing through the start and finish flags.
- d) For one or both riders letting go of the ribbon before crossing the finishing line.

## 13.3 Flag Race

### Equipment: For running 4 lanes.

- a) Four 44 gallon drums, with one end open, rims to be smooth or drums to be plastic.
- b) 24 poles - 22mm in thickness and 1400mm long.
- c) 24 hard or concrete blocks weighing not less than 5kg with a 25mm hole through the centre.
- d) A quantity of flour is required to identify the measured mark for the position of the drums, blocks and lane boundaries.
- e) Witches hats may be substituted to mark lanes.

### Setting Up the Course:

- a) The area: Select a level rectangular area free of debris, with a minimum width of 64 metres and a length of 85 metres. This allows 26.5 metres for pulling up after crossing the finish line and 9 metres at the end of the course for turning the last flag.
- b) Mark the course as per diagram and instructions below:
  - i. Start and finish line 26.5 metres from one end of the rectangle, mark three spaces across the course 18 metres apart for the three drums.

- ii. Flag poles and blocks: Mark six spaces down the course, commencing at the drum, each 8.25 metres apart in the direct line with the drum. Lanes are 18 metres apart with a line drawn at the 9 metre mark to split the area.
- iii. Mark the outside lane boundary in a direct line down the course 9 metres from the outside lane drums. Allow 5 metres distance from any obstacles.
- iv. Place the drums on the drum marks, flagpoles upright in blocks on respective marks. Ensure all lanes are marked with flour and or witches hats.

#### **Event Rules:**

- a) Horses saddled, competitors mounted and standing on the left hand side of the drum. Horses will turn the flag on the right rein for the course.
- b) Competitors must place each flag in an upright drum, in consecutive order, commencing with the furthest flag, then remainder of flags in descending order to the drum. The only exception will be correcting error of course.
- c) Competitors will finish immediately they have placed the last flag in the drum.
- d) If there are less starters than lanes, the vacant lane/s must be left in position and the competitor in the adjoining lane cannot cross over them.
- e) A competitor cannot cross over into another competitor's lane.
- f) Competitors must not interfere with horses leading them or other competitors.

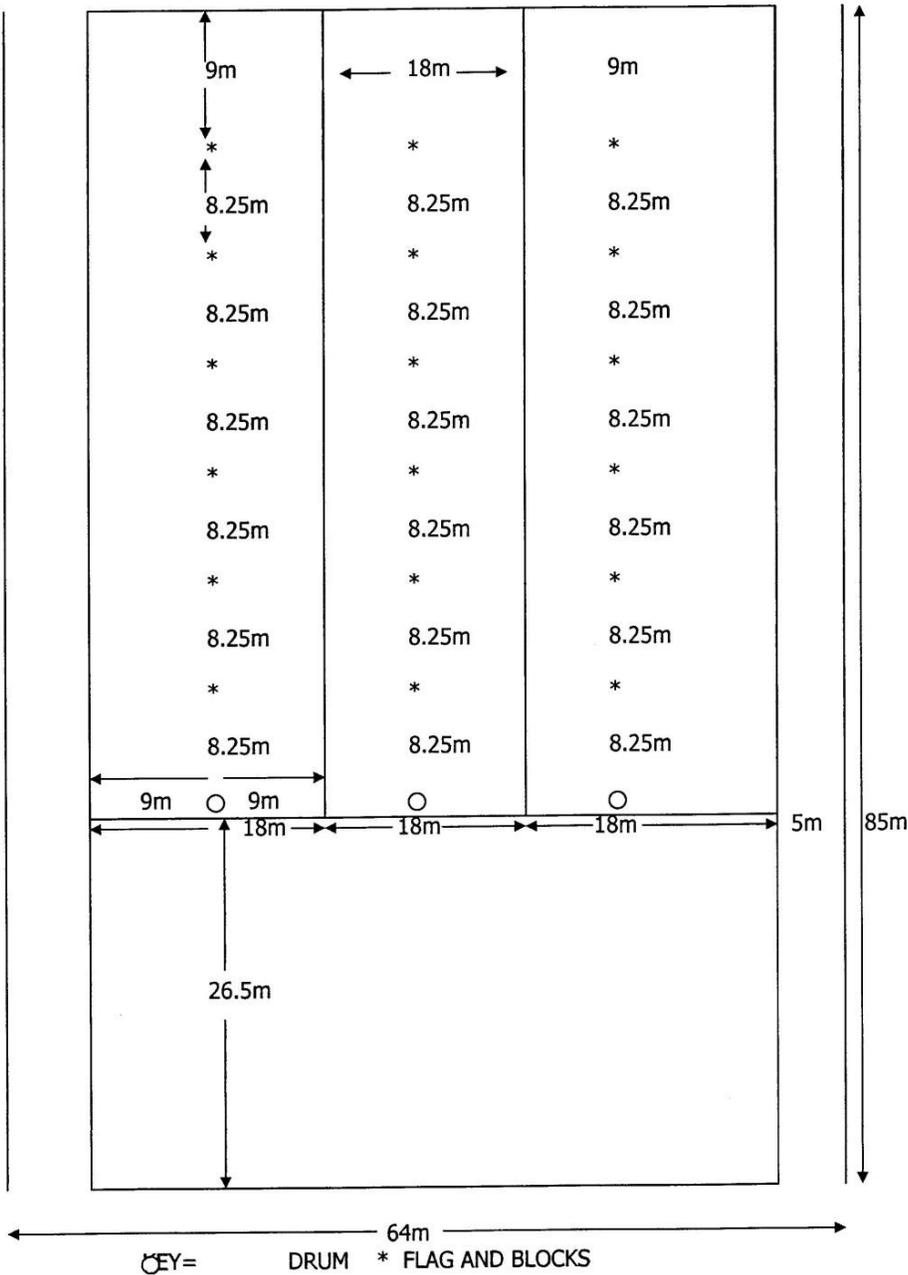
#### **Correcting Error of Course:**

- a) If a flag is missed being picked up or is knocked down by a competitor, another flag may be picked up on the way back to the drum, but the missed or knocked down flag must be the next flag picked up and placed in the drum before continuing the course.
- b) If the flag is missed being placed in the drum, is dropped, falls to the ground or bounces out, the rider may pick up the next consecutive flag on the course and place it in the drum, but the missed flag must be the next flag placed in the drum before continuing the course.
- c) If a drum is knocked over by a competitor, they may proceed to pick up the next furthest flag, but on returning to the drum, must place drum upright and be mounted before placing flag in drum.
- d) If poles that were already in the drum fall out, when the drum was knocked over, they may be placed in the drum by the competitor without having to remount.
- e) If a flag lands on the drum horizontally, it shall be judged as being out of the drum. It must be placed in the drum by the competitor. If any portion of the flag is inside the drum, it shall be classed as being in the drum. However, if the competitor tries to rectify the position of the flagpole and it falls out, it shall be judged as out of the drum and the course incomplete.
- f) All flags must be placed in the drum with the competitor mounted. If a competitor can pick up a dropped flag or replace a fallen drum without dismounting, he/she may do so but if not they must dismount to pick up the flag or drum, remount and resume competition.
- g) If a competitor's flag or drum is knocked over by another competitor the lane steward must immediately stand this upright. If the steward has insufficient time to do so and the competitor is handicapped, the judge may issue a re-run for that competitor.
- h) If the competitor drops a flag, knocks down the drum, that competitor may not use any help to pick the flag up, stand the drum up or remount their horse.
- i) If a competitor's flag pole breaks, one broken piece may be placed in the drum and counted as a complete flag.
- j) After a flag race is finished, the judge must inspect the drums and ensure that all six poles have been placed in the drum of each placegetter.

**Disqualifications:** and must leave the arena immediately

- a) For infringement upon or crossing into another competitors lane.
- b) For crossing the outside lane marked boundary.
- c) For displacing or knocking down another competitor's poles or drum.
- d) For carrying two flags at the same time.
- e) For not placing all six poles in the up-right drum. If a placing in a final depends on it, the competitor is allowed to complete the course.
- f) For failing to obey rules in "Correcting Error of Course".

**FLAG RACE, BENDING RACE, POTATO RACE, STAKE RACE,  
JOHN INCE MEDLEY RACE**



## 13.4 BENDING RACE

### Equipment: For four lanes.

- a) 24 poles and 24 blocks.
- b) Four 44 gallon drums (preferably padded or plastic).

### Setting Up the Course:

- a) Measurements as for Flag Race.
- b) Place poles and blocks as for Flag Race.
- c) Place drums as for Flag Race.

### Event Rules:

- a) Horses saddled, competitors mounted and standing at the starting line on the right hand side of the drum.
- b) At the starting signal, competitors to commence bending between the first and second poles. Upon reaching the end pole, turn on the right hand rein and bend back the course, crossing the finish line with the drum on the left.
- c) Unless otherwise stated, fastest times in the heats will run in the final.
- d) In the finals, placing's will be determined by a clear course, in order over the finish line, and secondly by the least number of poles knocked down, in order.

### Disqualifications:

- a) In heats for knocking down poles.
- b) In heats and finals for missing poles and not rectifying before crossing the finish line.
- c) For crossing into another competitor's lane or interfering with another competitor.

## 13.5 DIAMOND FLAG RACE

### Equipment:

- a) Two 44 gallon drums (preferably padded or plastic).
- b) Three flag poles and blocks.
- c) Stop watch.
- d) Two small cans similar to beetroot/pineapple cans.
- e) Sufficient sand to three quarter fill each small can.
- f) Three small flags relevant in size to the cans.

### Setting Up the Course:

- a) Place the flag poles and blocks either side of the starting line and 3 metres apart.
- b) Place one flag pole in a direct line from the start at 20 metres.
- c) Place the two barrels 20 metres apart, with the centre line between the two, 10 metres from the start and 10 metres from the furthest barrel.
- d) Place a small can three quarter filled with sand on each drum.
- e) Place one flag in each can and the other flag for the rider to carry at the start line.

### Event Rules:

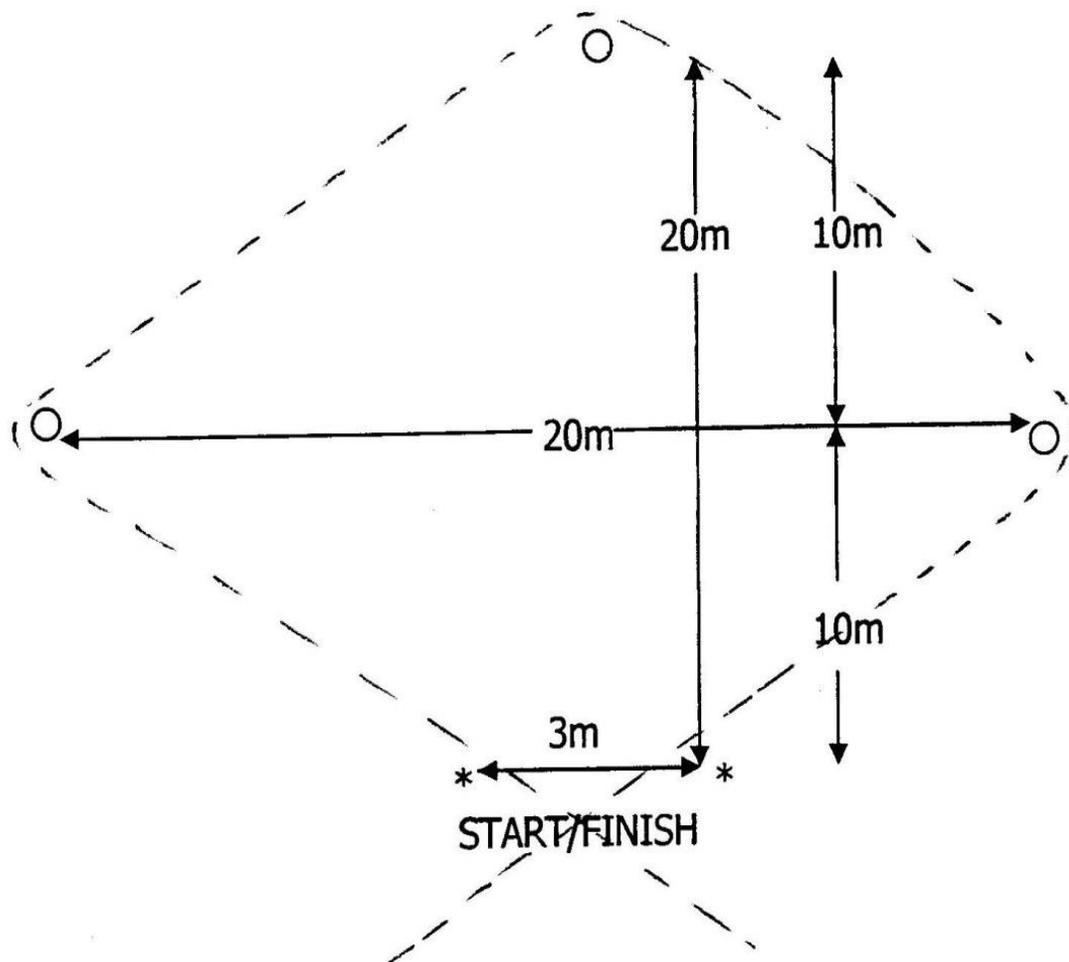
- a) Horses saddled, competitors mounted back from the starting line with a flag in hand.
- b) Competitor's time commences immediately he/she passes through the start flags (flying start) and finishes immediately as he/she passes through the finish line.
- c) Competitors go to the right barrel first, swap flags, go to flag pole and bend to the left, go to the next barrel and swap flag and then go to the finish line.

- d) A five second penalty will be added to the competitor's time for each barrel or flag pole knocked down.

**Disqualifications:**

- a) For an incorrect course.
- b) For placing flag in can when not on the outer side of the drum.
- c) For touching a barrel with hand/s.
- d) For flag/s touching the sides of small tin/s after swapping.
- e) For not passing through the start and finish flags.

**DIAMOND FLAG RACE**



## **13.6 KEYHOLE RACE**

### **Equipment:**

- a) A quantity of flour or a rope.
- b) Two flag poles and blocks.
- c) Stop watch.

### **Setting Up the Course:**

- a) Mark a circle 3 metres in radius (6 metre diameter), leaving an opening 3 metres wide.
- b) Mark a lane from the opening in the circle 3 metres wide and 3 metres long.
- c) Place the two flag poles and blocks 20 metres from the open end of the keyhole and three metres apart.

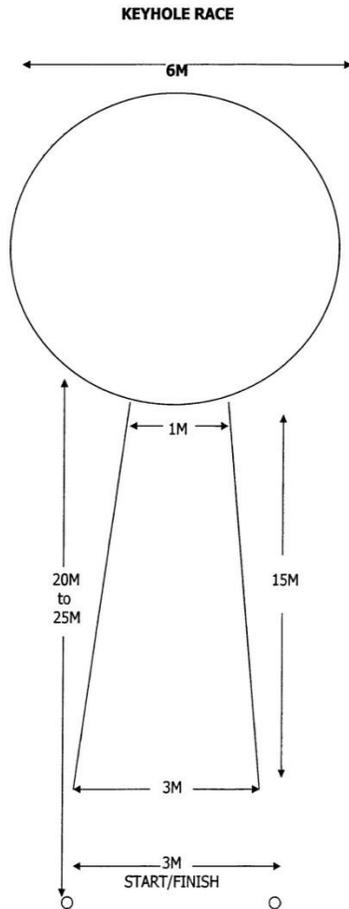
### **Event Rules:**

- a) Horses saddled, competitors mounted back from the starting line (flying start).
- b) Competitor's time commences as soon as they pass through the starting flags and finishes immediately he/she passes through the finish flags.
- c) The horse must pass through the start flags go up the laneway, turn around in the circle, go back down the laneway and pass through the finish flags without touching or crossing over the line markers.

### **Disqualifications:**

- a) For touching or crossing over the marked lines on the ground.

b) For not passing through the start and finish flag.



## 13.7 OLD ENGLISH PLATE

### Equipment:

- Twelve small drums (i.e. 20 litre square drums).
- Six rails, 3 to 4 metres long (jumping rails).
- Three flag poles and blocks.
- Stop watch.

### Setting Up the Course:

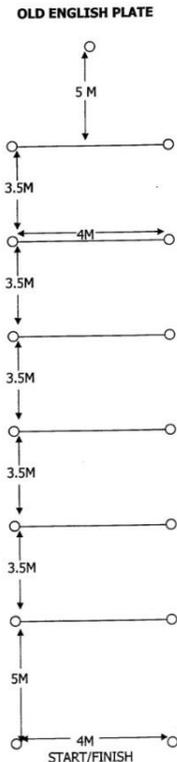
- Place each rail, ends on two drums, in a line 3.5 metres apart.
- Place a flag pole and block 5 metres from the last jump, positioned centred to the rail.
- Place the flag poles and blocks 5 metres before the first jump and the same distance apart as the width of the jump rail.

### Event Rules:

- Horses saddled, competitors mounted back from the starting line (flying start).
- Competitor's time commences as soon as the horses nose passes through the start line and finishes immediately the horses nose passes through the finish line.
- Horses must step between and pass over each jump. Both down the course and back.
- Horses may turn the end pole either on the left or right rein.

### Disqualifications:

- a) For knocking down a jump rail.
- b) For passing by a jump.
- c) For turning tail after refusing to jump.
- d) For not passing through the start and finish poles.



## 13.8 TIME TRIAL CHALLENGE

### Event Rules:

- a) The Time Trial Challenge is a test of the horse's ability and tractability.
- b) This class will be judged on the performance of the horse over obstacles with the emphasis on manners and the cooperation between horse and rider.
- c) Time limits will apply depending on each course and will be set by the judge.
- d) Each course will have walk, trot and canter elements depending on the age of the rider.
- e) This event is not a race it is a test of the horse and rider combinations ability to manoeuvre over/through each obstacle successfully in an orderly and calm cooperative and respectful manner.

### Disqualifications:

- a) For practicing obstacles before the competition.
- b) For the refusal of any three obstacles.
- c) For having a second attempt at any obstacle. Obstacles may only be attempted once.
- d) For continued rough handling of the horse.
- e) For going over the allocated time.

### Penalties:

**0 Score**

- a) Performing the obstacle other than in specified order.
- b) No attempt to perform the obstacle.
- c) Fall to the ground of horse and/or rider.
- d) Failure to execute obstacle as directed.
- e) Failure to follow correct line of travel between obstacles.
- f) Failure to demonstrate correct gait where indicated.

**-0.5 point**

- a) Each tick of log, pole, cone, barrel or obstacle.

**-1 point**

- a) Each hit, stepping on log, pole cone or obstacle.
- b) Failure to perform correct gait for two strides or less.

**-3 points**

- a) Break of gait or stride for more than two strides.
- b) Knocking down an elevated obstacle or severely disturbing an obstacle.
- c) Stepping outside the confines of an obstacle with one foot.

**-5 points**

- a) Dropping object required to be carried on course.
- b) First refusal, baulk or attempt to evade an obstacle.
- c) Letting go of gate or dropping of rope gate.
- d) Stepping outside the confines of an obstacle with more than one foot.
- e) Blatant disobedience such as rearing, kicking out or bucking.
- f) Second refusal, baulk or attempt to evade an obstacle.
- g) Rough handling of the horse.

**Judging Procedure:**

- a) The Time Trial Challenge is a timed event.
- b) A time will be set by the judge in which to complete the course.
- c) Time will be called to finalise the run.
- d) No score will be given if over the time limit.
- e) The course will consist of a number of obstacles as set out on the course to be encountered in order of sequence (follow the given pattern) as directed by the stewards.
- f) Scores are given for the first attempt only at the obstacle.
- g) Each horse may have only one start in the event, unless authorised by the judge (i.e. riders paying to share a horse).
- h) Depending on the pattern, penalties may result from a break of pace, knocking over an obstacle or not completing an obstacle in the correct manner.
- i) Should disqualification occur you are to retire immediately and exit from the course in a quite manner.
- j) Each obstacle including any compulsory walk, trot and canter elements are scored penalties at the discretion of the judge.
- k) The judge will record and assess the competitor's completion of each obstacle for penalties.
- l) The highest score in the time given will be determined as the winner at the discretion of the judge.
- m) For an equal score the fastest time will win.

## **14. ANNUAL AWARDS**

- a) Annual Award points are taken from the events in a Calendar year from January to December each year.
- b) To qualify for Annual Awards, you must be a full financial member of the Upper Murray Horseman's Association in the calendar year.
- c) To qualify for team awards, all team members must be full financial members. If a day member is part of the team any points won at individual events are not included in the annual awards.
- d) The Jackpot is not included in any points for the Annual awards.

## **15. TRAIL RIDES**

## **16. LIFE MEMBERS**

**Terry Phillips**  
**Jake Van Dorssen**  
**Wally Ayres (dec)**  
**Lou Reiff (dec)**  
**John Vinge (dec)**