The Australian Draught Horse Stud Book Society Inc. Competition Rules & Regulations

Foreword

These Competition Rules, Regulations and Conditions were ratified by the Committee of the Association on Saturday 26th June 2004, and should therefore be adopted for every event or competition conducted under the "banner" or auspices of the Australian Draught Horse Stud Book Society.

These rules are mandatory and are not subject to any legitimate modification to accommodate any local preferences. It is the express wish of the Society that where our members compete at events run independently of the Society, but nevertheless where our members and our Society are on show to the public, that every effort is made by Society participants to have the event conducted under Society rules.

In the interest of safety, it is up to every member to adhere to the guidelines as laid down in these Rules and to use commonsense when handling horses and competing. A Safety Officer should be appointed where appropriate.

IN THE INTEREST OF FAIRER AND SAFER COMPETITION

1. Financial Members

All competitors in Australian Draught Horse Stud Book Society Inc. events must be financial members of the ADHSBS

2. Disqualification and Forfeiture

If a competitor is disqualified from an event, he/she automatically forfeits all and any rights to ribbons, prize money or trophies in that event.

3. Safety

Competitors may be removed from any ADHSBS event, at the discretion of the judge, steward or safety officer, for unsafe equipment, harness, footware or any other safety considerations.

4. Judge's Decision

The judge's decision is final in every event.

5. Judge's Copy of Rules

All judges of ADHSBS events are to be given a copy of the Society's competition rules prior to the commencement of competition. It is the responsibility of the branch appointing the judge or the Federal body as appropriate, to provide this copy of the rules.

6. Junior Handlers

Junior handlers competing in Society events must be accompanied by a competent adult handler/supervisor

7. Supervision of Horses

At any ADHSBS event, horses must be under the control of a handler at all times unless securely tied up.

8. <u>Membership Definitions</u>

A Junior Member is defined as one who has not yet attained the age of eighteen (18) years.

A Veteran Member is one who is aged sixty five (65) years or more.

AUSTRALIAN DRAUGHT HORSE STUD BOOK SOC. INC. RULES & REGULATIONS FOR DRAUGHT HORSE PULLING COMPETITIONS

Rule 1.	The Distance of the Pull The Distance of the Pull will be five (5) metres.		
Rule 2.	Incomplete Pulls and Retries		
2(i)	A horse not completing the first pull may have a second chance but must stay hooked to the sled.		
2(ii)	On the second attempt, the horse must pull the full five(5) metres without stopping.		
2(iii)	The horse may not be unhooked and come back for a second attempt.		
Rule 3.	Course Dimensions & Driver Requirements		
3(i)	The width of the pulling course will be six(6) metres. The horse and sled must stay within this six(6) metre area whilst traversing the five(5) metre competition distance.		
3(ii)	Any horse, sled or driver stepping on or over any boundary line will be subject to instant disqualification.		
3(iii)	At the completion of a pull, every competitor will leave the sled not closer than one and a half (1.5) metres to either course boundary.		
3(iv)	In the event that the sled is less than one and a half (1.5) metres from either boundary at the completion of a pull, the competitor so positioning the sled must pull it towards the centre of the course until it complies with the one and a half metre requirement stated in 3/iii labour.		

Rule 4. Measuring the Pull

The length of chain attached to the slide to measure the length of pull will be four point seven five (4.75) metres and the peg will be inserted in the ground not less than five (5) centimetres. A successful pull is registered only when the peg is pulled completely from the ground.

Rule 5. <u>Driver Conduct & Deportment</u>

Whipping, slapping or swearing at the horse during the contest or coaching from the sidelines will not be tolerated and will cause the disqualification of both horse and driver

Rule 6 Starting Weights & Increments

- The starting weight for horses will be five hundred(500) kilograms. Thereafter the pulling weight will be increased by fifty(50) kilograms or one hundred(100) kilograms per round at the discretion of the officiating judge for the event until the weight of one thousand(1000) kilograms is reached. Thereafter the pulling weight will be increased at the rate of fifty(50) kilograms per round.
- A contestant may elect to start at one thousand(1000) kilograms. However, every contestant must commence at either five hundred(500) kilograms or one thousand(1000) kilograms

Rule 7. <u>Hook-Up Time</u>

A maximum of three minutes will be allowed each contestant driver, after his/her name is called, to have his/her horse in position and hooked to the sled.

Rule 8. A Horse Must Pull in Every Heat

Each horse must pull in every heat, except where eliminated by harness breakdown.

Rule 9. <u>Driver Assistance</u>

One(1) competent assistant may hold the horse whilst it is hooked to the sled.

Rule 10. <u>Harness Breakage</u>

If a horse breaks any part of its harness, the driver is permitted to make repairs. A time limit of three(3) minutes will apply to repairs, otherwise the horse must be unhooked and moved from the competition area. When repairs are

completed, the horse may re-enter the competition. However, if a heavier weight is being pulled at the time of re-entry, the re-entering contestant must re-commence pulling at that weight.

Rule 11. Hook-Up Safety

A horse must be driven from the near side and the driver must position him/her self forward of the person hooking up.

Rule 12. <u>Multiple Entries in One Event</u>

There is no restriction on the number of horses a contestant may enter in the competition, provided that no delays are caused by that contestant changing harness.

Rule 13. Jarring

JARRING WILL NOT BE PERMITTED. However a competitor is permitted one warning from the judge during the competition before disqualification. Jarring is when the horse sits back in the trace chains and charges forward to jar the load into motion. The load must be moved by an even pull

Rule 14. Dead Heats

Where more than one(1) horse pulls the final weight for the contest, prize money will be equally divided amongst contestants pulling that weight. This also applies to minor placing.

Rule 15. Requesting Judge to Comply with Rules

Any financial member of the Society is entitled to approach the Steward or Ringmaster with a copy of the Rules and request compliance with these rules

(Special Note: 95% of horses are disqualified because of jarring. Please Train your horse correctly so that it does not iar)

AUSTRALIAN DRAUGHT HORSE STUD BOOK SOC. INC. RULES & REGULATIONS FOR DRAUGHT HORSE PLOUGHING COMPETITIONS

- Rule 1. Eligible Horses
 Single horse or pair of horses (optional)
- Rule 2. Depth of Ploughing

 Depth of Ploughing to be four(4) inches or (10cm) to seven(7) inches or (18cm)
- Rule 3. Distance of Ploughing

 Distance of ploughing to be not less than 30 metres and up to 50 metres
- Rule 4. Number of Furrows

 Competitors to decide the number of furrows above eight

 (8) furrows that he/she wishes to plough to a maximum of sixteen(16) furrows eight (8) rounds.
- Rule 5. Attendants & Assistants
 Attendants will not be permitted to hold or attend to the horse or horses once they are called.
- Rule 6. Eligible Ploughs
 Competitors may use any single furrow mouldboard plough.
- Rule 7. Strike Out
 Strike out must be not less than two(2) inches (5cm) in depth turn left at end; plough back to starting point, then all subsequent turns are to the right.
- Rule 8. Definition & Use of a "Complete Outfit"

 8(i) A Complete Outfit comprises:

 (a) One(1) horse or a pair of horses

(b)	A	plough.
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8(ii) A Complete Outfit may work once only in any one competition
It is possible for a competitor to borrow and use part of a

Complete Outfit by changing a horse or plough.

- A competitor may use a single horse or pair of horses once and a particular plough, once in any competition.
- If time permits, a competitor may plough more than once but only if he is using a different Complete Outfit on each occasion.
- Rule 9. <u>Clod Stacking</u>
 Clod stacking is not allowed.
- Rule 10. Plough Lay Over
 Plough to be laid over at end (optional).
- Rule 11. Eligibility for Novice Events
- A Novice may have three(3) wins at Novice Ploughing with a handicap of 10 pnts each win, before being ineligible for further Novice Ploughing events.
- 11(ii) A win in ANY Open Class Ploughing Competition by a competitor automatically excludes that competitor from the Novice Class.

JUDGING OF DRAUGHT HORSE PLOUGHING

THE JUDGE IS TO PEG OUT THE LAND AT EACH END. THREE (3) JUDGES TO OFFICIATE AT THE EVENT.

The Competitors will be judged in three (3) sections:

- A Straightest furrows and neatest job
- Best ploughman judged on the way he handles his horse(s) and plough.
- C The way the horse(s) respond to command, turn at the ends etc. The horse(s) should stop and turn on command. The horse(s) should not get its legs out of the chains, if he does he should get back unaided. Points will be lost if the driver has to put the horse(s) back in chains.

ANY MATTER ARISING TO BE SETTLED AT THE JUDGE'S DISCRETION AND THEIR DECISIONS ARE FINAL.

AUSTRALIAN DRAUGHT HORSE STUD BOOK SOCIETY INC RULES & REGULATIONS FOR DRAUGHT HORSE LOG SNIGGING CONTESTS

REQUIREMENTS:

- * 3 Balls cricket size
- * 3 Stands
- * Tape 35m long, 12-18mm wide, to be placed on ground
- * Two(2) logs, 10ft (3mtrs) long, not exceeding 6 inches (15cm) in diameter with chamfered ends (Applies to single log snig only)
- * Two(2) logs three (3) metres long, not exceeding eight (8) inches (20 cm) in diameter with chamfered ends. (Applies to double log snig only).

HARNESS:

- * Winkers, Collar, Hames, Leader Harness, Spider Harness, or Backband, Chains. (Trace chains must be in a straight line from hame hooks to swindle bar).
 - Swindle bar to be attached to the log chain at a fixed point i.e. swivel or shackle.
- * All competitors to use the same swindle bar.
- * Chains to be a minimum of seven feet and six inches (7ft 6") long.
- * Driver, horse(s) and log to complete serpentine course.

OFFICIALS:

- * One(1) Judge
- * Two (2) lines persons
- * Steward (to replace obstacles)
- * Judges & lines persons do not enter pegged area unless driver requests assistance.
- * The course shall be a serpentine course.

JUDGING:

ONE (1) POINT IS LOST FOR EACH OF THE FOLLOWING:

Touch outer line (horse, driver, logs or reins)

Dislodgement of a ball by horse, driver, logs or reins. The ball must be dislodged from the bottle for a fault to be incurred.

If a driver needs assistance re-attaching chains, swindle bar etc. or to

get a horse back in chains.

If the course of the log is impeded or promoted (assisted) by the driver

A driver will be disqualified is he/she exceeds the maximum time of

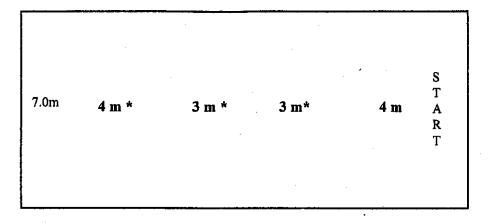
five (5) minutes, allowed for any round

If a driver continues the course with the horse outside the chain(s) he/ she is disqualified.

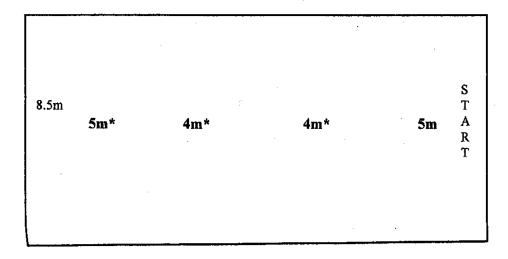
The logs to be returned to a central position, 5 metres out from the start of the course, for the next competitor. The competitor having a clear round is the winner. If more than one Competitor has a clear round or completes the course with the same number of faults, the winner will be decided by a run-off around a tightened up course.

New Rule passed. Timed Event. Winner fastest time with least amount of falts.

COURSE DIMENSIONS SINGLE LOG SNIG



COURSE DIMENSIONS DOUBLE LOG SNIG



AUSTRALIAN DRAUGHT HORSE STUD BOOK SOCIETY INC. RULES & REGULATIONS FOR OBSTACLE LONG REIN & SLIDE DRIVE COMPETITIONS

HARNESS:

* Winkers, Collar, Hames, Leader Harness, Spider Harness or Backband, Chains. (Trace chains to be in a straight line from hame hook to swindle bar).

* Chains to be a minimum of seven feet six inches (7ft 6") or 229 centimetres approximately.

EQUIPMENT:

Course of obstacles i.e. washing lines, tarpaulins, gates, poles, cones. The same slide is to be used by each competitor.

OBJECTIVE:

To negotiate a set of obstacles at WALK, in the correct sequence, without incurring penalty points. Missed obstacles, touching or dislodging obstacles, taking the wrong course or needing help to harness or unharness to the slide incurs penalty points.

It is at the judge's discretion to eliminate a competitor in the interest of other competitors waiting to compete, if his/her horse consistently baulks at an obstacle. Two(2) refusals, or in the interest of safety. (The event should not be used to school horses, but a competitor may continue the course although obviously not in the running for a place).

The event is to be timed, <u>but only to determine the winner in the event</u> of a draw. Timing commences as a horse's nose goes over the starting point and finishes when the back of the slide or driver, if long-reining goes over the finishing line.

AUSTRALIAN DRAUGHT HORSE STUD BOOK SOCIETY INC. RULES & REGULATIONS FOR PUMPKIN SNATCH COMPETITIONS

EQUIPMENT:

- * One (1) rope or cord of a visible colour against green grass, thirteen & a half metres (13.5 metres) with eyes to house pegs with markings clearly visible at one and a half metre (1.5 metre) intervals.
- * Ten (10) pumpkins, approximately twenty five (25) centimetres in diameter.
- One (1) single slide and swindle bar
- * One (1) witches hat (cone)

HARNESS:

* Winkers, Collar, Hames, Leader Harness, Spider Harness, or Backband, Chains. (Trace chains to be in a straight line from hame hooks to swindle bar)

COURSE:

- Peg both ends of the rope or cord to the ground pulled taught and straight.
- * Place Pumpkins at the start and finish and at the remaining eight(8) markers, 250 millimetres to the right of the line.
- * Mark start line with a witches hat, five(5) metres from the first pumpkin and finish line with a witches hat five(5) metres from the last pumpkin

OFFICIALS:

Judge and Steward

JUDGING:

One(1) point off for:

* each missed pick up

- each pumpkin not placed back on marker
- each time horse or slide touches or crosses the rope/cord
- Pumpkin picker leaves slide

Horse to walk up left side of pumpkins and turn left around witches hat/cone at end of row. Then return to finish line with pumpkins being placed off left side. (Pumpkin picker to change sides on slide when rounding witches hat/cone and to stay on slide

Disqualified if pumpkins are picked up from in front of the slide Horse and handler to stay on the correct side of pumpkins. Course to be timed, but only to determine the winner in the event of a draw

Driver must drive from behind slide

Juniors may use smaller pumpkins, say fifteen(15) centimetre diameter

5m COURSE LAYOUT

