

## **2026 Stockman's Challenge**

**Friday 6<sup>th</sup> February, 8:30am start**

**Time could change pending number of entries**

Entries open Close Friday 31<sup>st</sup> January 2026

Email entries with payment receipt number to [Ahudson@activ8.net.au](mailto:Ahudson@activ8.net.au) (please note there is no "e" on activ)

Entry fee payable to Show society – BSB 932 000 Acc 711598

Please put **RIDERS NAMES and challenge event** for reference

Inquiries – Anna Hudson 0421 358 328 (after 3pm)

- Limit of 2 entries per competitor.
- The Encouragement Challenge is open to competitors 17 and over. Rider must not have won overall in ANY challenge or camp draft excluding Junior and Juvenile. Open to all horses and all breeds.
- Cattle work is subject to availability of cattle. Judge will address competitors before the start of cattle work event.
- Judge's decision is final.
- Please know your patterns before you go into the ring.
- Draw available Thursday.
- Judging will begin at 8:30 with the Open followed by Encouragement, Juvenile and Junior.
- Starting times of Encouragement, Juvenile and Junior will be based on number of entries, with flexibility available. Please be ready to ride.

### Pointscore

- Points allocated highest to lowest according to nomination numbers.
- If equal score, equal points given.
- Open challenge – top 10 from hack plus working overall into cattle work.
- Encouragement – top 15 from hack plus working overall into cattle work.
- Juvenile and Junior top 5 from hack plus working overall into cattle work.

### Cattle work - final

Cattle work will be run as a challenge draft (only 1 peg for gate). Points will be 25 for cut out, 25 for each circle – 3 circles. Total out of 100 points. Pegs will be on course AS A GUIDE ONLY. You will be required to attempt to do nice, neat circle around the peg, but if you don't make it around the peg you go onto next circle. You can go either left- or right-hand course.

**SPECIAL PRIZES** –The OVERALL highest score in each section ie hack, working and cattle work, from all scores in open, enc, Juv and Jun will receive engraved Yetti's sponsored by Cam Hancock Farrier Services. 3 to be won!!!!!! ( In the event of a tie a coin will be tossed)

## **Open Stockman's Challenge**

**Cam Hancock Farrier Services and Collee ASH Stud**

**Sponsored by Cam Hancock Farrier Services and Collee ASH Stud**

\$60 entry

Round Money 1<sup>st</sup> \$50 2<sup>nd</sup> \$30 and 3<sup>rd</sup> \$20

Hack pattern HP 9, Working pattern WP 11

Final: 1st \$300 plus prize sponsored by Collee ASH Stud, 2nd \$250, 3rd \$150, 4th \$100, 5th \$50

Hack, Working, Cattle work (Top 10 from Hack and Working sections combined only eligible for cattle work. Worked out on points system)

# **Encouragement Challenge**

**Sponsored by Oneill and Sons, Tenterfield Pest Services and Morrowmade Saddlery,**

Must not have won ANY Challenge or draft - (exc junior and juvenile)

Age limit 17 and over – open to all horses

\$50 entry

Round Money 1<sup>st</sup> \$30 2<sup>nd</sup> \$20 and 3<sup>rd</sup> \$10

Hack pattern HP 5, Working pattern WP 3

Final: 1<sup>st</sup> \$150 plus prize donated by Morrowmade Saddlery, 2<sup>nd</sup> \$100, 3<sup>rd</sup> \$80, 4<sup>th</sup> \$70, 5<sup>th</sup> 60

Hack, Working, Cattle Work (Top 15 from Hack and Working overall combined, eligible for cattle work. Worked on points system)

# **Juvenile 13 and under 17 year old Challenge**

**Sponsored by Pierpoint Motors and Timbarra View Quarter Horses**

\$20 entry

Round Money 1<sup>st</sup> \$15 2<sup>nd</sup> \$10 and 3<sup>rd</sup> \$5

Hack pattern HP 5, Working pattern WP 3

PRIZES: 1st \$100 2nd \$80 3rd \$60 4th \$40 5th \$30

Hack, Working, Cattle Work (Top 5 from Hack and Working Combined eligible for Cattle work)

# **Junior under 13 years**

**JAG AG and Haulage and and Timbarra View Quarter Horses**

\$15 entry

Round Money 1<sup>st</sup> \$10 2<sup>nd</sup> \$5 and 3<sup>rd</sup> \$2

Hack pattern HP 2, Working pattern WP 1

PRIZES: 1st \$35 2nd \$30 3rd \$25 4th \$20 5th \$15

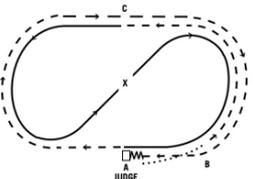
Hack, Working and Cattle work- cut out only (Top 5 from Hack and Working Combined eligible for Cattle work)

## Challenge patterns

### Enc and Juvenile hack

**HACK – HP5** 

Event \_\_\_\_\_ Class \_\_\_\_\_  
Horse \_\_\_\_\_ Rider \_\_\_\_\_



	Possible Points	Judge's Marks
1 Type, Presentation & Overall Impression	10	
2 Walk to B	10	
3 Trot to C	10	
4 Canter left to X	10	
5 Simple change at X	10	
6 Canter right to A	10	
7 Trot to top of area	10	
8 Lengthen trot to corner	10	
9 Trot to A	10	
10 Halt and rein back 3 metres	10	
<b>Total</b>	<b>100</b>	

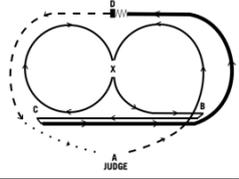
Judge: \_\_\_\_\_ Date: \_\_\_\_\_

Scoring Scale: 

### Enc and Juvenile Working

**WORKING – WP3** 

Event \_\_\_\_\_ Class \_\_\_\_\_  
Horse \_\_\_\_\_ Rider \_\_\_\_\_



	Possible Points	Judge's Marks
1 Type, Presentation & Overall Impression	10	
2 Trot away from Judge and canter circle left	10	
3 At X simple change	10	
4 Canter circle right	10	
5 Simple change	10	
6 Canter to B and roll back right	10	
7 Canter to C and roll back left	10	
8 Hand gallop around to D	10	
9 At D stop, settle, rein back 3 metres	10	
10 Trot to C, walk to A on loose rein	10	
<b>Total</b>	<b>100</b>	

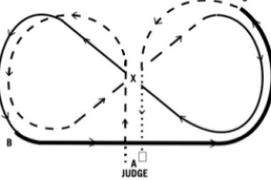
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Scoring Scale: 

### Open hack

**HACK – HP9** 

Event \_\_\_\_\_ Class \_\_\_\_\_  
Horse \_\_\_\_\_ Rider \_\_\_\_\_



	Possible Points	Judge's Marks
1 Type, Presentation and Overall Impression	10	
2 Walk a short distance and trot three quarter circle left	10	
3 Lengthen trot across diagonal	10	
4 Canter three quarter circle right	10	
5 At X flying change	10	
6 Canter left to B	10	
7 Hand gallop around area to C	10	
8 Trot to X	10	
9 Walk to Judge	10	
10 Halt and Settle	10	
<b>Total</b>	<b>100</b>	

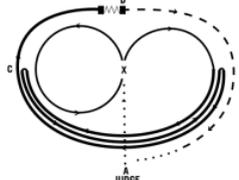
Judge: \_\_\_\_\_ Date: \_\_\_\_\_

Scoring Scale: 

### Open working

**WORKING – WP11** 

Event \_\_\_\_\_ Class \_\_\_\_\_  
Horse \_\_\_\_\_ Rider \_\_\_\_\_



	Possible Points	Judge's Marks
1 Type, Presentation & Overall Impression	10	
2 Walk short distance and canter circle left	10	
3 Flying change at X	10	
4 Canter half circle right to B. At B gallop large half loop past Judge to C	10	
5 Haunch turn left	10	
6 Gallop large loop past Judge to B	10	
7 Haunch turn right	10	
8 Gallop around area to D	10	
9 Stop, settle, rein back 3 metres and settle	10	
10 Trot around area, walk to A on a light rein cracking whip	10	
<b>Total</b>	<b>100</b>	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

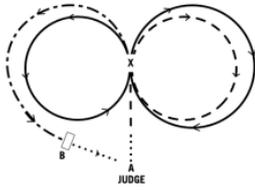
Scoring Scale: 

# Junior Hack

## HACK – HP2



Event \_\_\_\_\_ Class \_\_\_\_\_  
 Horse \_\_\_\_\_ Rider \_\_\_\_\_



	Possible Points	Judge's Marks
1 Type, Presentation and Overall Impression	10	
2 Walk a short distance from A. Trot to X	10	
3 Trot circle right	10	
4 Canter circle left	10	
5 Simple change at X	10	
6 Canter circle right	10	
7 Simple change at X	10	
8 Hand gallop part circle left to B	10	
9 At B Halt facing Judge and settle	10	
10 Walk to Judge on a light rein	10	
<b>Total</b>	<b>100</b>	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

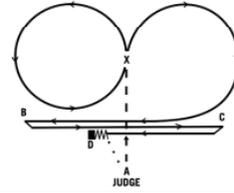


# Junior Working.

## WORKING – WP1



Event \_\_\_\_\_ Class \_\_\_\_\_  
 Horse \_\_\_\_\_ Rider \_\_\_\_\_



	Possible Points	Judge's Marks
1 Type, Presentation and Overall Impression	10	
2 Trot to X with light rein	10	
3 Canter circle left	10	
4 Simple change at X	10	
5 Canter three quarter circle and continue to B	10	
6 Roll back to left	10	
7 Canter to C roll back to right	10	
8 Canter to D and stop	10	
9 Settle and rein back 3 metres	10	
10 Walk to A on loose rein	10	
<b>Total</b>	<b>100</b>	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

