2023/2024 RULE BOOK

OFFICIAL HANDBOOK OF THE

NCCA

NATIONAL COWBOY CHALLENGE ASSOCIATION

EFFECTIVE 1ST SEPT 2023

NATIONAL COWBOY CHALLENGE ASSOCIATION
Official Handbook for 2023/2024

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NATIONAL COWBOY CHALLENGE ASSOCIATION Ltd.

ASSOCIATION NAME ~ National Cowboy Challenge Association (NCCA)

1. ASSOCIATION GUIDING PRINCIPLES ~

1.1. The purpose of the National Cowboy Challenge Association (NCCA) is a premier organisation for Western Horse Sport. Our mission is to foster a willingly guided partnership between Horse and Rider through an obstacle course showcasing a high level of horsemanship and trust while executed at speed.

1.2. The NCCA is dedicated to promoting the sport of The Cowboy Challenge, providing opportunities for riders and horses to showcase their skills, athleticism and horsemanship. Our Events are sure to be an adrenaline-filled experience for both participants and spectators alike. Being part of the NCCA is being part of a community that shares a passion for the cowboy way of life.

1.3. The Association is established as a non-profit association with Regional Country Associations (RCA) across the world. Running independent associations under the NCCA guiding principles, rule book, judging and scoring system, with affiliates in each country where the RCA is established.

1.4. The NCCA welcomes all breeds of horses.

1.5. A Competition Year is from 1st January - 31st December.

1.6. Age Class competitor age is determined as at the 1st of January in the competition year.

1.7. This rule book is provided by the NCCA and it contains specific rules and guidelines created by the NCCA.

1.8. NCCA will only recognize approved affiliated events.

1.9. All competitors participating in any NCCA event are required to be a member of the association.

1.10. The Safety of Horse and Rider is paramount under the NCCA.

1.11. Good Horsemanship is to be displayed.

1.12. Scoring will contain a time element.

1.13. Horses are to be ridden only one time in each division, with the exception of family members on the same horse in the junior classes, Wranglers & Buckeroos only, if the Wrangler or Buckeroo rider does not have to have their own horse.

1.14. Only Pro riders are eligible to ride in the Pro Division.

1.15. Riders may compete on multiple horses in any one division, unless specified in the approved class section (7.1-7.5).

1.16. To provide a service to NCCA members.

1.17. Any member can be reprimanded, disciplined, suspended, fined and or expelled from the association. Any non member can be fined and can loose future membership privileges for any violation of the rules outlined in the rulebook and actions/or that are deemed harmful to the Association.

2. ASSOCIATION WITH REGIONS

2.1. Each Regional (Country) Association (*RCA), will be the point of contact for the NCCA and a regional delegate is appointed to work directly with the Association.

2.2. RCA's will add their Country Name to the end of the Association name ie: NCCAC - National Cowboy Challenge Association Canada.

2.3. RCA's will work independently within their countries Non Profit Guidelines, will have affiliates and memberships localised.

2.4. Each RCA will pay an association fee to the NCCA and a percentage of Membership fees to cover associated world wide member costs.

2.5. Handbooks & Member Cards will be provided to each member.

2.6. Points will be kept in a national and international data base, see points and payout section in rule book

3. AFFILIATES

3.1. Affiliates with NCCA are clubs within a district or area.

3.2. All Affiliated club membership with NCCA will require approval by the board.

3.3. All Affiliating clubs committee members are required to be financial members of NCCA.

3.4. Affiliating clubs cannot run unapproved NCCA events under the rules of the association or in reference sport governed by the association without prior approval. This includes Clinics, Events/Shows. Approval will be applied for by email application.

3.5. Club days are approved with affiliation of the club.

Refer to Affiliates Handbook for More information

4. MEMBERSHIP BENEFITS AND MEMBERSHIP FEES

Membership fees are as per the competition year from 1st of January, all member fees are to be paid on or prior to this date. A pro rata membership will apply after 30th of June in the competition year.

Levels of Membership yearly ^^

• Annual NCCA Membership Individual $75.00
• Annual NCCA Membership Individual Child under 17yrs $50.00
• Annual NCCA Membership Family (2A & 2C) $200.00
• 3 Year Membership Individual $195.00
• Lifetime Membership $750
• Associate Membership (non competing member) $30.00
• Pro Rata Membership after 30th June is as follows
• Membership Individual $50.00
• Membership Individual Child under 17 years $30.00
• Membership Family (2A & 2C) $140.00

What your membership includes

•   World High Point System
•   Local (RCA High Point System)
•   Rule Book - Digital Copy
•   Member Number & Discount Code
•   NCCA Members Cap
•   Member Newsletter

Lifetime Membership

•   Lifetime Member Buckle
•   World High Point System
•   Local (RCA High Point System)
•   Lifetime Member Number & Discount Code
•   Rule Book Digital Copy Updated Every Year
•   Members Newsletter
•   NCCA Members Cap

*Member Discount Code will be applied to nominated promotions.
^^ All Fees are in AUD

4.1. Members & Obligations

4.1.1. All Members are required to be financial members to participate in all NCCA approved events.

4.1.2. NCCA Members are to display good sportsmanship at all times.

4.1.3. Members are responsible for their own safety.

4.1.4. Members are responsible for the care and safety of their horse.

4.1.5. Members should be respectful to fellow members and the association.

4.1.6. Should a member have a complaint, the member is to follow the complaint process outlined in the discipline section of rulebook.

4.1.7. Members should not display poor sportsmanship & negative/aggressive behaviour at any NCCA event as this will be deemed harmful to the association, this will not be tolerated at any point.

4.1.8. A Member should never speak about the Association and its Board in a defamatory manner including and not limited to social media platforms.

4.1.9. A Member is never to tamper with another member/competitors Tack & Equipment

4.1.10. A Member shall never have an outstanding debt with the Association and an Affiliated club.

4.1.11. Members are prohibited from consuming any form of alcohol during the competitive portion of any event held under NCCA.

4.1.12. Members are prohibited from competing under the influence of any form of Alcohol or non prescribed drugs

4.1.13. Fraternisation with Judges, race officials and staff is prohibited

4.1.14. Members must assist the association, its affiliates and officers to support the NCCA.

4.1.15. Members have an obligation to report anything that is deemed harmful to the Association.

5. YOUTH DEVELOPMENT PROGRAM: to be announced at a later date

6. POINTS AND PAYOUT

6.1. High Points & Event Qualifying

6.1.1. High Points are tabulated on an accumulation of your scores over the competition year.

6.1.2. National High Point Awards will be presented under each RCA*

6.1.3. World High Point Awards will be presented under NCCA

6.1.4. Obtaining qualifying points is required as well as attendance at a specified number of events prior to attending larger shows such as State, National and World shows, within that competition year.

6.2. End of Year Awards

6.2.1. Everyone that competes in a NCCA approved class worldwide as defined by the class description section in the rule book will automatically be in the running for end of year awards. The awards are based on points earned not cash won. A tabulation of points will be kept with the association and displayed on the website and updated monthly.

6.2.2. Scores are tabulated to contribute to end of year awards not Ranking Points

6.2.3. End of year awards for World High Points.

6.2.4. Points awarded are horse and rider combination.

6.2.5. End of Year Awards in individual associated countries (RCA) are awarded through that country RCA.

6.3. Ranking Points & Payout

6.3.1. Ranking Point System - is used for competitors to progress their way through divisions.

6.3.2. All competitors are required to be a member of the association when competing in any approved NCCA event.

6.3.3. Points will not be allocated for non NCCA approved events.

6.3.4. During the show season points will be awarded to the horse and rider combination for their placing in all NCCA sanctioned classes specified in the section Approved Classes (7)

6.3.5. Points will be awarded to the same number of places as the attached payout schedule with the first placed horse and rider team receiving the highest number of points based on the number of horse and rider teams actually shown in the class.

6.3.6. In a class with 5 or more shown the first place will get 5 points and one point for every horse defeated. Each succeeding place will receive 2 points less than the place before it. eg:10 Horses in a class. 1st Place 14 points, 2nd Place 12 points, 3rd Place 10 points, 4th Place 8 Points, 5th Place 6 Points, 6th Place 4

Points, 7th Place 2 points, 8th place 2 points, 9th place 2 points, 10th place 1 point. With a Total Cap of 15 Points.

6.3.7. In a class having less than 5 entries, the first place horse will receive points equal to the number of horses shown plus one point for every horse defeated eg. 4 horses in a class. 1st place receives 4 points plus 3 points for horses defeated for a total of 7 points, 3 horses shown the 1st place receives 5 points 2nd place receives 3 points 3rd place 1 point.

6.3.8. A Total of 50 points is to be accumulated before the competitor is progressed to the next level. (7) A total of 100 points is to be accumulated before the competitor is progressed to the next class level.

6.3.9. Ranking Points will not count in the concurrent run, if a rider chooses to run in both levels in the one class.

6.3.10. Ranking points will be tabulated for ride ups within the class the rider rides up to, eg: and Intermediate rider rides up to Non Pro and also ran in Intermediate the ranking points earned are added to the riders Intermediate ranking points and the Non Pro Ranking Points will be added to the riders Non Pro level one points.

6.3.11. All competitors must be members in good standing with NCCA to be eligible for points.

6.3.12. Any errors found in show results will be corrected immediately through the NCCA Website. Members or Show Management must contact the NCCA in writing within 30 days of posting of results for corrections to be made.

6.4. Ranking Point Schedule

Number of Ranking Points Earned															
Competitors ->	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
PLACE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1st	1	3	5	7	9	10	11	12	13	14	15	16	17	18	19
2nd		1	3	5	7	8	9	10	11	12	13	14	15	16	17
3rd			1	3	5	6	7	8	9	10	11	12	13	14	15
4th				1	3	4	5	6	7	8	9	10	11	12	13
5th					1	2	3	4	5	6	7	8	9	10	11
6th						1	2	3	3	4	5	6	7	8	9
7th							1	2	2	2	3	4	5	6	7
8th								1	1	2	2	2	3	4	5
9th									1	1	2	2	2	2	3
10th										1	1	1	2	2	2
11th											1	1	1	1	2
12th												1	1	1	1
13th													1	1	1
14th														1	1
15th															1

6.5. Payout Schedule

#Places		1-2	3-4	5-6	7-9	10-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65
#Places		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1		100%	60%	50%	40%	30%	30%	28%	25%	23%	20%	20%	20%	20%	20%	20%
2			40%	30%	30%	25%	24%	22%	20%	18%	16%	16%	16%	16%	15%	15%
3				20%	20%	20%	18%	17%	15%	15%	14%	13%	13%	12.5%	12.5%	12.5%
4					10%	15%	12%	12%	12%	11%	11%	11%	11%	10%	10%	10%
5						10%	9%	9%	10%	9%	9%	9%	8%	8%	8%	8%
6							7%	7%	8%	8%	8%	7%	7%	7%	6.5%	6%
7								5%	6%	7%	7%	7%	6%	6%	5.5%	5%
8									4%	5%	6%	5%	5%	5%	5%	4.5%
9										4%	5%	5%	4%	4%	4%	4%
10											4%	4%	4%	3.5%	3.5%	3.5%
11												3%	3%	3%	3%	3%
12													3%	3%	3%	2.5%
13														2%	2%	2%
14															2%	2%
15																2%

Header: Number of Horses Shown

7. NCCA APPROVED CLASSES

Each Class will be allotted a specific obstacle level that is the degree of difficulty that such level is allowed to attempt in the competition arena. See more on obstacles in (12) the obstacle section.

The following classes in section 7 of this rule book must be offered at any NCCA Approved Show, with the exception the optional extra class, this is a show managements choice.

Age Class competitor age is determined as at 1st of January in the competition year.^

JUNIOR CLASSES
All Division in Junior classes are run concurrently*
7.1. Wranglers 5-7 yrs
    7.1.1. Minimum age 5yrs. - Maximum age 7yrs. ^
    7.1.2. Wranglers must ride independently.

7.1.3. Wranglers are permitted to have a parent in a designated place inside the arena to offer support and reassurance. This person cannot walk the course, touch the horse child or any tack.

7.1.4. Wranglers are eligible to ride up into Buckaroo's

7.1.5.Wranglers can ride one horse only in a round.

7.1.6. Wranglers Course will contain 9 obstacles

7.1.7. A Wrangler course can be made of all Level 1 Obstacles

7.1.8. Obstacle level 1-2

7.2. *Buckaroos 8-11yrs*

7.2.1. Minimum age 8yrs. - Maximum age 11yrs.^

7.2.2. Buckaroos must ride independently

7.2.3. Buckaroos are eligible to ride up into Ranchers & Mavericks Youth Classes.

7.2.4. Buckaroos are eligible to enter a maximum of 2 horses in a round.

7.2.5. Buckaroos course will contain 9 obstacles

7.2.6. Obstacle Level 1-2

YOUTH CLASSES

All Classes in Youth are run concurrently with the exception of Rookie Youth*

7.3. *Youth Level 1 - Ranchers 12-14yrs*

7.3.1. Minimum age 12yrs - Maximum age 14yrs. ^

7.3.2. Ranchers are eligible to ride up into Mavericks & Open

7.3.3.Ranchers are eligible to ride a maximum of 2 Horses

7.3.4. Ranchers course will contain 12 obstacles.

7.3.5. Obstacle level of 1-4

7.4. *Youth Level 2 - Mavericks Senior Youth 15-17yrs*

7.4.1. Minimum age 15 yrs - Maximum age 17yrs. ^

7.4.2. Senior Youth are eligible to ride up to Non Pro and Open

7.4.3. Senior Youth are eligible to ride a maximum of 3 Horses.

7.4.4. Senior Youth course will contain 12 obstacles.

7.4.5. Obstacle Level of 1-4

7.5. *Rookie Youth 12-17yrs **

7.5.1. Minimum age 12yrs - Maximum age 17yrs.^

7.5.2. Rookie Youth entry level division for youth competitors who are new to any form of Obstacle Challenge/Cowboy Challenge.

7.5.3. Maximum Term spent in Rookie is 12 months from attendance of your first Cowboy Challenge.

7.5.4. Rookie Youth are eligible to ride up into Ranchers & Mavericks (appropriate age group) - This is a concurrent entry

7.5.5. Rookie Youth are eligible to ride up to Open

7.5.6. Rookie Youth are eligible to ride a maximum of 2 horses in a round

7.5.7. Rookie Youth course will have 10 obstacles

7.5.8. Obstacle Level 1-3

Rookie Senior and Rookie Youth Divisions will run concurrently.

SENIOR & OPEN CLASSES

All class levels are rider based with the exception of Aged Classes and Rookie Horse

7.6. *Rookie Senior 18yrs & Over*

7.6.1. Entry level division for anyone new to any form of Obstacle Challenge/ Cowboy Challenge, this class can be used to establish the appropriate division for a competitor.

7.6.2. Maximum term spent in Rookie is 12 months from attendance of your first Cowboy Challenge.

7.6.3. Rookie Senior are eligible to ride into to Rider Level Class and Ride up to next level classes and Open

7.6.4. Pro Riders are not eligible to enter this Class.

7.6.5. Rookie course will have 10 obstacles

7.6.6. Obstacle Level 1-3

Rookie Senior and Rookie Youth Divisions will run concurrently.

7.7. Rookie Horse - Rider 12yrs & over.

7.7.1. A horse based entry level class for horses new to any form of Obstacle Challenge/Cowboy Challenge in their first competition year and for Futurity aged horses to gain exposure prior to competing in a Futurity aged event.

7.7.2. Maximum Term for horses spent in Rookie Horse class is 12 months from the horses attendance at its first NCCA Cowboy Challenge

7.7.3. Rookie Horse are eligible to ride into to Rider Level Class and Ride up to next level classes and/or Open

7.7.4. Rookie Horse course will have 12 obstacles

7.7.5. Obstacle Level 1-5

7.8. Novice 18yrs & Over

7.8.1. A Novice Rider, is a level for an inexperienced/beginner rider. A rider who can mount and dismount unassisted, is capable of applying basic aids, is comfortable and in control at the walk, moderate length trots and establishing a consistent lope.

7.8.2. A Novice rider is eligible to ride up into Intermediate, Legends or Open or Non Pro

7.8.3. A Novice rider will progress to the intermediate division at reaching a total of 50 ranking points.

7.8.4. Level 1 (0-50 points) Level 1 riders can nominate to run in Novice Level 2 This is a concurrent entry. At the discretion of show management you may also be allowed an additional run in level 2, however this will be a practice run only. As it is a concurrent entry the score from your first run only will carry through to level 2.

7.8.5. Level 2 (51-100 points) Level 2 riders can ride up to Intermediate, Open, Legends or Non Pro

7.8.6. Novice course will have 12 obstacles

7.8.7. Obstacle level 1-3

7.9. Intermediate Level 18yrs & Over

7.9.1. An Intermediate rider is someone who displays good horsemanship and is confident and in control in all paces. Is increasing speed throughout the course and establishing lead changes. Has a basic understanding of advanced manoeuvres.

7.9.2. An Intermediate rider is eligible to ride up to Non Pro and Open Division

7.9.3. An Intermediate rider will progress to the Non Pro division at reaching a total of 50 ranking points.

7.9.4. Level 1 (0-50 points) Level 1 riders can nominate to run in Intermediate Level 2, This is a concurrent entry. At the discretion of show management you may also be allowed an additional run in level 2, however this will be a practice run only. As it is a concurrent entry the score from your first run only will carry through to level 2.

7.9.5. Level 2 (51-100 points) Level 2 Riders can ride in Level 2 only in the Intermediate division.

7.9.6. Intermediate course will have 12 obstacles

7.9.7. Obstacle Level 1-4

7.10. Legends - Rider Age is over 60

7.10.1. Open to any competitor over 60 yrs of Age^

7.10.2. A rider who competes in any other division is eligible to ride in Legends.

7.10.3. A Professional rider over 60yrs is eligible to ride in Legends Level 2 only.

7.10.4. Level 1 (0-50 points) Level 1 riders can nominate to run in Legends Level 2 - This is a concurrent entry. At the discretion of show management you may also be allowed an additional run in level 2, however this will be a practice run only. As it is a concurrent entry the score from your first run only will carry through to level 2.

7.10.5. Level 2 (Above 50 points) Level 2 Riders can ride in Level 2 only in the Legends division.

7.10.6. Legends course will have 12 obstacles

7.10.7. Obstacle Level 1-4

7.11. *Non Pro* - 12yrs & Over

7.11.1. A Non Pro rider is one that is an experienced rider but has **not** received compensation/remuneration for training/showing horses for owners, or the education of a rider for the purpose of improved skill, conducting clinics or re education of horses.

7.11.2. A non-pro rider displays excellent horsemanship with speed and softness through the course, established lead changes and advanced manoeuvres.

7.11.3. A Non Pro rider will progress through the ranks in Non Pro listed below

7.11.4. A Non Pro rider is eligible to ride up into the open division.

7.11.5. Level 1 (0-50 points) Level 1 riders can nominate to run in Non Pro Level 2 - This is a concurrent entry. At the discretion of show management you may also be allowed an additional run in level 2, however this will be a practice run only. As it is a concurrent entry the score from your first run only will carry through to level 2.

7.11.6. Level 2 (Above 50 Points) Level 2 Riders can ride in Level 2 only in the Non Pro division.

7.11.7. Non Pro course will have 12 obstacles

7.11.8. Obstacle Level 1-5

7.12. *Open* - 12yrs & Over

7.12.1. A class open to all levels of riders 12yrs+ including pro and "Rookie horse".

7.12.2. Open course will have 12 obstacles

7.12.3. Obstacle Level 1-5

7.12.4. Open must be run as the last class of the day.

7.13. *Pro - 18yrs & Over*

7.13.1. An individual is considered a professional rider when an income is earned from training horses, showing horses for owners or for the education of a rider for the purpose to improve skill, conducting clinics or re education for remuneration.

7.13.2. Only Professional riders can enter the pro class.

7.13.3. A Professional rider over 60yrs is eligible to ride in Legends Level 2 only.

7.13.4. In order for a professional rider to move to a lower level of competition he/she must not receive an income earned from training horses, showing horses for owners, for education of a rider for the purpose to improve skill for remuneration for a period of 3 years. Ref to (9.1)

7.13.5. Pro course will have 12 obstacles

7.13.6. Obstacle Level 1-6

A judge can/will recommend to the rider direct and also to the NCCA board the level of a rider should said rider be in the incorrect class.

7.14. *Optional Extra Class*

7.14.1. A Schooling Class, for trainers to school their horse, no prizes ribbons or prize money applies to this class, entry fee will apply. A maximum time limit applies and when the maximum time is hit the rider is whistled off the course see show guidelines about this class and arena time slots.

7.15. *Concurrent Classes*

7.15.1. When a class allows for a concurrent run this means the competitor can choose to pay an additional entry fee into the high level within the class. Scores for the one run will go through to the level/s chosen to run concurrently. This is the same course and the one walk through for each level within the division. eg: Intermediate Level one rider, decides to enter both level one and level 2 they do the one run and the score for that run goes to both levels. Ranking Points will not count in the concurrent run.

7.15.2. Concurrent Classes are where two classes will be run at the same time, same course, one walk through eg: Rookie Youth and Rookie Senior will run concurrently. If two classes have the same obstacle rating and number of obstacles they can be run concurrently.

8. AGE CLASSES^ & BREED CLASS- Approved Classes

*The below classes are based on the horses age^*

Aged classes are held at Major events such as State & National Championships. Aged & Breed Classes require special approval by the NCCA.

8.1. *Futurity Class -*
8.1.1. Aged event for 3 & 4 year old Horses ^
8.1.2. A rider in the Futurity Class must be 12 years and over.

8.2. *Derby Class -*
8.2.1. Aged Event for 5-7 year old Horses^
8.2.2. A rider in the Derby Class must be 12 years and over.

8.3. *Breed Class - Event/Location Specific as to the breed*
8.3.1. A Class for specific Breeds native to the country of origin such as Mustangs and Brumby's
8.3.2. A Class for a specific breed to showcase at larger NCCA events with support and in conjunction with other associations eg: Thoroughbred, Standardbred, Paint Horse.
8.3.3. A rider in a Breed Specific Class must be over 12yrs of Age.

*Age Class Horse age is determined as at 1st of January in the competition year.^*

9. General Rules Information

9.1. Professional Rider Classification Change
9.1.1. In order for a professional rider to move to a lower level of competition he/she must not receive an income earned from training horses, showing horses for owners, for education of a rider for the purpose to improve skill for remuneration for a period of 3 years. At this time the Pro Rider can ride in the Open and Rookie Horse Classes only. The person is required to notify the NCCA in writing noting the beginning date of the time period, this will not start until NCCA has received the official notification.
9.1.2. The person will be required to provide proof to the NCCA of no income from the above.

9.2. Age Class Events
9.2.1. These general rules shall apply to all approved and produced NCCA Aged events, unless specified otherwise.
9.2.2. For all intents and purposes in this rulebook, age events shall include events for which only horses of a specified age are eligible. Futurities are for 3 and 4 year olds only, Derbies are restricted to 5 to 7 year olds, but may be held for 5 year olds only (This decision is made only by the NCCA)
9.2.3. Aged Class Events can be offered at a State Show.
9.2.4. Aged Class Events must be offered at National and World Shows.
9.2.5. A futurity horse is only eligible to compete in any state show futurity class prior to the national and World shows.
9.2.6. A futurity horse is only Eligible to participate in one National and one World show before moving out of the Futurity Class.
9.2.7. Aged Class Events with NCCA approval can be run as a special event class.
9.2.8. An Aged Class event can run in conjunction with another NCCA approved Principle events with approval given to add the aged class.
9.2.9. For all the NCCA Principal Events produced by the NCCA, all fees and prize monies for aged events are subject to annual reviews and updates, and are subject to change. They may be either published in the NCCA Newsletter, mailed directly to the membership or posted on the NCCA website.

9.2.10. General rules for scoring and judging NCCA events as presented in this rulebook will apply to all NCCA Aged Events where specific rules have not been implemented by the NCCA

9.2.11. Refer to the rules governing the individual Aged Event. (9.2)

9.2.12. In all Age Events the same type of headgear must be used throughout the event (each round) on a horse once the competition has started. This also includes the finals portion of the event.

9.2.13. The following should be used as a guideline for holding Approved Aged Events, however affiliates or show management may change the guidelines in section (9.2) if it is in the best interest of their event.

9.2.14. The number of horses taken to the finals is determined by the number of entries and at the discretion of Show Management.

9.2.15. If an entry scratches after the draw, the entry fee will be left in the purse for that entry.

9.2.16. Payouts and calculations for the number of horses taken to the finals will be based upon total paid entries in a class regardless of whether they show or have withdrawn after the draw.

9.2.17. When the number of horses taken to the finals is determined by a percentage, rounding up may occur when the percentage is 0.5 or above. Example: If 30% of the total entries equals 25.5, then 26 horses shall go to the finals. If 30% of the total entries equals 25.4, then 25 horses shall go to the finals.The payout will be adjusted according to the number of horses in the finals, but the total payout will not change. (30% is a guide only the percentage to go to the finals is to be determined by show management.)

9.2.18. Aged Event Entry Cancellation/Refunds:

9.2.19. If written cancellation is received by the NCCA office on or before the payment due date, payment may be refunded in full.

9.2.20. If written entry cancellation is received by the NCCA office after the due date but prior to the draw, the payment may be refunded minus an administration fee of 25% of the entry fee.

9.2.21. If written entry cancellation is received by the NCCA office after the draw is published, payment will not be refunded.

9.2.22. In the event that an entered horse is deceased, the full amount will be refunded on receipt of vet certificate.

9.2.23. Futurity payments made on or before the due date are final and non-refundable.

9.2.24. Substitution of a horse - see Rule (11.4)

9.2.25. Substitutions of riders due to accident or illness during Age Event will be subject to approval by the Show Committee provided that the rider complies with all ownership and eligibility rules. In the case of a rider substitution at a show, the last rider showing (the substitute rider) will be credited with the earnings.

9.2.26. Entrants do not have to participate in all three rounds to be eligible for prize money.

9.2.27. The finals, scores are an accumulation of each round score.

9.2.28. NCCA reserves the right to cancel, transfer or reschedule the aged event without notice and/or liability. In the event of a cancellation, all entry fees will be refunded.

9.2.29. Finals fees may be assigned based on event Terms and Conditions.

9.2.30. Each round Score will determine the run order in the following round and the final.

9.2.31. The Show Committee reserves the right to accept or reject any entry. All decisions of the Committee are final.

9.2.32. Owners and riders must be current members in good standing with the NCCA by midday preceding aged event competitions.

9.2.33. Divisions: All Age Events are to run as an open class under the open class guidelines - open to any rider who is a current NCCA Member over the age of 12yrs.

9.3. Breed Class Events

9.3.1. Breed Class approval is to be applied for with the NCCA on the show approval application form.

9.3.2. Breed Class Event NCCA Classes are classes that are outside the standard Horse Show Divisions and are not part of the Age Classes

9.3.3. Approved Breed Class Events will consist of Large Events and Spectaculars that add an NCCA class as part of the event.

9.3.4. Special Event Classes can be added with approval to mixed discipline events.

9.3.5. Open to all breeds of horses of all ages regardless of show history. If Show rules and guidelines have an age restriction this then becomes the rule on age.

9.3.6. Scoring the Special Event NCCA class will be in accordance with the NCCA rules.

9.3.7. Special Events Classes can be run under the Open class guidelines. With the exception of any all professional class, this is to be run under the professional class guidelines.

9.3.8. A rider in a special event class is not required to be a member of the NCCA

9.3.9. Specific Large Event and Spectacular show rules and guidelines will govern over the NCCA class.

9.3.10. NCCA Payout schedule can be used as a guide but is not a requirement.

9.3.11. NCCA is to be provided results, judges sheet and all monies paid within 14 days of the Special event.

9.3.12. Earnings from Special Events will count toward Lifetime earnings and merit awards for NCCA Members only

9.4. Special Events Classes

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9.4.11. NCCA is to be provided results, judges sheet and all monies paid within 14 days of the Special event.

9.4.12. Earnings from Special Events will count toward Lifetime earnings and merit awards for NCCA Members only.

9.5. Rule Change Request

9.5.1. Should a member in good standing or affiliate have an idea for a new rule, or modification suggestions. This is to be submitted in writing emailed to the board for review, this can be sent through the affiliate or Regional Country Association.

Rules printed herein are subject to amendments and annual updates.

10. NATIONAL COWBOY CHALLENGE ASSOCIATION SCORING SYSTEM

10.1. General Description Scoring

10.1.1. General Description - Credit must always be given when applicable even if there is a penalty involved. When the judge is in doubt the benefit always goes to the competitor. The Scoring system of the NCCA is based on points with

credits and penalties applied to each obstacle. With an initial score of 70 applying to the competitor. Each obstacle execution will attract an average zero score with credits and penalties applied.

10.1.2. The horse and rider team is judged on performance, execution and horsemanship applied to each obstacle. With horses receiving credit for attentiveness to obstacles and the capability of guiding their own way through the course, and willingly respond to the riders cues on more difficult obstacles.

10.1.3. Credit is given for negotiating the obstacle with style and some degree of speed providing correctness, The safety of the horse, rider and good horsemanship is being displayed and not sacrificed.

10.1.4. A disqualification (DQ) will result in a zero score.

10.1.5. A disqualification (DQ) will be marked as an X in the penalty box on the score sheet. At the point the disqualification occurred.

10.1.6. At the discretion of the judge he/she can continue to provide scores for the remainder of the course for the competitors feedback.

10.2. Time

10.2.1. Each competitor is timed for their run from the start flag to the finish flag. A time bonus system applies. Each competitor receives 7 time bonus points to start with, their time is then deducted giving them their adjusted time score.

10.2.2. eg: run time is 4 minutes 27 seconds your time bonus score would be (7 points - 4.27 = 2.73) this score 2.73 which is added to your final score.

10.2.3. However if a run exceeds 7 minutes there is no time bonus score applied and then the Negative time score system comes into action when the run exceeds the Maximum allocated run time of 7 minutes.

10.2.4. ie: your run takes 8.54 minutes in an you would receive a negative score of -1.54 applied to your final score sheet. (7 min - Run Time (8.54) = -1.54

10.3. Penalties

Half (½) Point Penalties

Maximum penalty applies to each obstacle ie: no more than 2 full penalty points will apply to any obstacle with the exception of major penalties 2 and 5 points listed below.

A half point penalty is marked with a - (dash) on score sheet for each violation.

- Hit or Step on a Pole
- Minor Knock of Obstacle (Tap/Tic)
- Bump Barrel
- Knock Pole Roll a Rail
- Break gait less than 2 strides each occurrence
- Incorrect gait
- Wrong Lead or Out of Lead (each corner up to max penalty)
- Step off Bridge/Platform per foot (up to max penalty)
- Horse Stepping Away from Ground tie (up to max penalty)
- Refusal During Accelerated Ride
- Tail of Rope Slightly Dragging
- Incorrect Dally
- Poor Rope Handling/Set Up
- Overshoot Obstacle
- Loss of Direction (up to max penalty)
- Turning too close to wall ie: roll back
- Evade/Refusal at/during obstacle
- Tight Reins
- Stepping out of the boundaries of an obstacle ie: back up, side pass, burn and turn (each foot up to max penalty)
- Stepping off on a ground tie (each foot up to max penalty)
- Over or under spin (each 1/2 spin up to max penalty)
- Gaping Mouth

- Spins - each half turn either over or under required amount of spins (up to max penalty)

One (1) Point Penalties
A one point penalty is marked with a 1 (one) on score sheet for each violation. Maximum penalty applies to each obstacle ie: no more than 2 full penalty points will apply to any obstacle with the exception of major penalties 2 and 5 points listed below.

- Incorrect Gait
- Incorrect Manoeuvre
- Rein Infractions
- One to Two hands (all levels except Non Pro & Pro) per obstacle
- Bumping Reins
- Excessively Tight Reins
- Move Pole in Side Pass or Back Through
- Break Gait to Walk on Accelerated Ride
- Obstacle Completed Incorrectly (differing from how judge has requested)
- Fail to catch in roping obstacle
- Rope Stepped on or Over
- Dropped/Letting go of Gate/Rope
- Dropping Lariat in roping obstacle before roping
- Knocking down an obstacle, elevated pole, cone, barrel, obstacle or part of
- Seriously disturbing an obstacle
- Incomplete Obstacle
- Refusal at Start Line Evading finish Line
- Falling, Jumping off or out of a Bridge/Box after obstacle entered
- Missing or evading part of an obstacle that is part of series
- Use of two hands for Pro and Non Pro Divisions per occurrence or obstacle (except in a Snaffle bit or Hackamore no penalty)

Two(2) Point Penalties
A two point penalty is marked with a 2 (two) on score sheet for each violation.

- Missing an obstacle + 30 Seconds added to time
- Excessive spurring
- Rope Tangled in Horse or Rider - (Danger to Horse or Rider)
- Aggressive Bumping of Reins
- Hitting horse with rein or lead
- Loss of Control
- Loose Horse
- Hitting the wall
- Use of two hands for Pro and Non Pro Divisions per occurrence or obstacle (except in a Snaffle bit of Hackamore no penalty)

Five (5) Point Penalties
A five point penalty is marked with a 5 (five) on score sheet for each violation.

- Hitting the Horse
- Buck/Rear/Strike

Disqualifications
Disqualified Horse and Rider Team (DQ) - will not be placed.
A DQ is marked with a DQ on score sheet for Judge may note on the reason for disqualification on score sheet .

- Lameness,
- Abuse as determined by the judge
- Leaving before the course is completed a forfeit

- Illegal equipment/tack
- Improper western attire
- Disrespect or Misconduct
- Drug or Alcohol affected
- Fall of Rider.
- Off Course - (missing an obstacle, engaging or doing an obstacle and going back to the missed obstacle)
- Any Blood inflicted by rider or training, during warm up and event.
- Abuse towards horse or Event Committee, Show Management & Officials
- Unable to catch horse in 60 seconds
- Incorrect sequence of obstacles
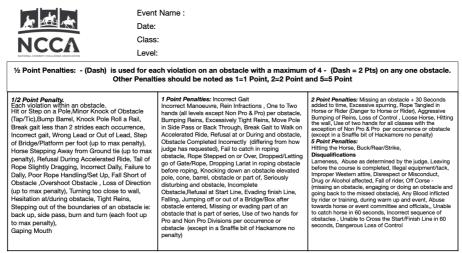- Unable to Cross the Start/Finish Line in 60 seconds
- Dangerous Loss of Control

10.4. OBSTACLE SCORE

10.4.1 *Obstacle score will be given by the judge for each individual obstacle.*

-1 ½ ……………… Extremely Poor
-1……………………… Very Poor
-½ …………………… Poor
0 …………………… Correct
+½ ………………… Good
+1 …………………… Very Good
+ 1 ½ ………………… Excellent

10.4.2 *Natural Cowboy Appearance - is a score that uses the obstacle scoring system, to provide a score to the competitor judging the natural cowboy appearance, including but not limited to Attire, presentation of horse and rider, tack etiquette.*

10.5. Judges Score Sheet

NCCA
NATIONAL COWBOY CHALLENGE ASSOCIATION

Event Name :
Date:
Class:
Level:

½ Point Penalties: - (Dash) is used for each violation on an obstacle with a maximum of 4 - (Dash = 2 Pts) on any one obstacle. Other Penalties should be noted as 1=1 Point, 2=2 Point and 5=5 Point

1/2 Point Penalty.
Each violation within an obstacle.
Hit or Step on a Pole, Minor Knock of Obstacle (Tap/Tic),Bump Barrel, Knock Pole Roll a Rail, Break gait less than 2 strides each occurrence, Incorrect gait, Wrong Lead or Out of Lead, Step of Bridge/Platform per foot (up to max penalty), Horse Stepping Away from Ground tie (up to max penalty), Refusal During Accelerated Ride, Tail of Rope Slightly Dragging, Incorrect Dally, Failure to Dally, Poor Rope Handling/Set Up, Fall Short of Obstacle ,Overshoot Obstacle , Loss of Direction (up to max penalty), Turning too close to wall, Hesitation at/during obstacle, Tight Reins, Stepping out of the boundaries of an obstacle ie: back up, side pass, burn and turn (each foot up to max penalty), Gaping Mouth

1 Point Penalties: Incorrect Gait Incorrect Manoeuvre, Rein Infractions , One to Two hands (all levels except Non Pro & Pro) per obstacle, Bumping Reins, Excessively Tight Reins, Move Pole in Side Pass or Back Through, Break Gait to Walk on Accelerated Ride, Refusal at or During and obstacle, Obstacle Completed Incorrectly (differing from how judge has requested), Fail to catch in roping obstacle, Rope Stepped on or Over, Dropped/Letting go of Gate/Rope, Dropping Lariat in roping obstacle before roping, Knocking down an obstacle elevated pole, cone, barrel, obstacle or part of, Seriously disturbing and obstacle, Incomplete Obstacle,Refusal at Start Line, Evading finish Line, Falling, Jumping off or out of a Bridge/Box after obstacle entered, Missing or evading part of an obstacle that is part of series, Use of two hands for Pro and Non Pro Divisions per occurrence or obstacle (except in a Snaffle bit of Hackamore no penalty)

2 Point Penalties: Missing an obstacle + 30 Seconds added to time, Excessive spurring, Rope Tangled in Horse or Rider (Danger to Horse or Rider), Aggressive Bumping of Reins, Loss of Control , Loose Horse, Hitting the wall, Use of two hands for all classes with the exception of Non Pro & Pro per occurrence or obstacle (except in a Snaffle bit of Hackamore no penalty)
5 Point Penalties:
Hitting the Horse, Buck/Rear/Strike,
Disqualifications
Lameness, Abuse as determined by the judge, Leaving before the course is completed, Illegal equipment/tack, Improper Western attire, Disrespect or Misconduct, Drug or Alcohol affected, Fall of rider, Off Corse - (missing an obstacle, engaging or doing an obstacle and going back to the missed obstacle), Any Blood inflicted by rider or training, during warm up and event, Abuse towards horse or event committee and officials,, Unable to catch horse in 60 seconds, Incorrect sequence of obstacles , Unable to Cross the Start/Finish Line in 60 seconds, Dangerous Loss of Control

Obstacle Score: -1½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1½ Excellent
NCA = Natural Cowboy Appearance score -1½ - +1½

Entry #	Obstacle	1	2	3	4	5	6	7	8	9	10	11	12	NCA	Penalty Obstacle Score +/-	Score	Time	Total Score Inc Time Score	Place
	Penalty													■					
	Score																		
	Penalty													■					
	Score																		
	Penalty													■					
	Score																		
	Penalty													■					
	Score																		
	Penalty													■					
	Score																		

Rules printed herein are subject to amendments and annual updates.

11. NCCA SHOWS

11.1.NCCA Approved Show Categories

11.1.1.The following list of NCCA approved shows is a guide for what affiliates can offer as events to members.   Refer to Affiliates handbook for further details.

Principle Show -

11.1.2. World Championships - An event produced by the NCCA
(details will be added to this section in the future)

Premier Shows -

11.1.3. National Championships - An event produced by an Approved NCCA Affiliate with the support of the NCCA. These Shows will offer Prize Money Points Earned towards World and Country yearly standings

State/Provincial Championships -

11.1.4. An event produced by an Approved NCCA Affiliate with the support of the NCCA. These Shows will offer Prize Money. Points Earned towards World and Country yearly standings

Regional Championships -

11.1.5.An event produced by an Approved NCCA Affiliate with the support of the NCCA. These Shows will offer Prize Money. Points Earned towards World and Country yearly standings

Affiliate Shows-

11.1.6. **Foundation Show** - An event produced by an approved NCCA Affiliate. This show offers prize money. Points Earned towards World and Country yearly standings

11.1.7. **Development Show** - An event produced by an approved NCCA Affiliate This show has no prize money offered. Points Earned towards World and Country yearly standings

11.2. General Show Rules and Ethics

11.2.1. NCCA Shows are restricted to NCCA members in good standing only. A fine of $100 per occurrence will be assessed and any show management who allows a person to show without their correct membership card/evidence of status can be fined.

11.2.2. An owner may enter more than one horse and/or a rider may only enter that one horse per class.

11.2.3. Any NCCA class must be accept any horse regardless of breed, color, conformation, appearance and previous performance.

11.2.4. Back or Saddle Pad numbers should be provided at every NCCA show. Back or Pad numbers must be visible to the judge. Failure to wear the number and display it correctly could result in disqualification.

11.2.5. Failure to hand in the saddle pad number at the end of a show may result in a fine, this is at show managements discretion should they require numbers to be returned.

11.2.6. Failure to ride with the correct back or pad number or using someone else's back number could result in disqualification and/or suspension of membership.

11.2.7.Failure by a NCCA member to make a payment of any kind to the NCCA or affiliate will attract automatic disciplinary action as per below table

11.2.8. First Offence a fine of $ 50 due and payable within 15 days

11.2.9. Second Offence - a fine of $ 100   and suspension of membership, fine must be paid and any outstanding monies must be paid to be eligible to

compete. NCCA membership privileges will be suspended for non payment to NCCA show management and any NCCA Affiliate show management.

11.2.10. Third Offence - a fine of $ 200 and a 6 month suspension of membership and a reinstatement fee to be determined by the board and all outstanding monies to be paid prior to reinstatement, failure to make all payments owing during the 6 month suspension period will be grounds for review by the board for further action.

11.2.11. Payment of entry fees by a third party shall not release the owners/riders responsibility under this rule.

11.2.12. Failure to run in the order or official adjusted order will result in a DQ

11.2.13. Any rider participating in a class that he/she is not eligible for (or horse is not eligible for). Will face a suspension for the 1st offence, and a fine and suspension for any subsequent offences.

11.2.14. A horse and rider combination can do a maximum of 4 runs in any one day of competition regardless if the show offers one or two rounds.

11.3. Rules For Competition

11.3.1. An owner may enter more than one horse and/or rider may ride more than one horse. A horse may be entered only once per division with the exception of junior classes

11.3.2. All payments for entry and other fees will be made payable to the Show Committee and must be cleared funds by the closing date.

11.3.3. Late entries will be accepted. The late entry penalty plus the regular entry fees will be assessed.

11.3.4. For all NCCA Principal Events produced by the NCCA, late entries received after the draw will compete in the following order (11.3.5). For other approved events run by affiliates or other show managers, these rules serve as a guideline only.

11.3.5. The last late entry received will go first, the second to last late entry received will go second and so on until all late entries have gone before the first horse in the draw.

11.3.6. In the event that a horse entered properly is left out of the draw, a redraw will not be held. In order to establish a run order for this entry, show management will draw a numbered token based upon the number of entries in the class for the late entry. The token drawn shall designate the entry left out of the draw and shall work behind the token drawn. e.g. if 10 horses in the class, and token drawn is number 9, then entry shall work between draw 9 and 10.

11.3.7. Once the draw has been finalised, the drawn position is the only position each entry may work in. Any horse that is scratched or otherwise removed from the draw may only be re-entered into the competition as a late entry. (See Rule 1.1)

11.3.8. If any entry changes ownership, the entry will retain eligibility by complying with the following: 1) notifying the Association of the change of ownership and the intention of the new owner to continue the entry, 2) payment of the remaining fees when due and 3) membership of the new owner in the NCCA. The Show Committee reserves the right to approve all transfers.

11.3.9. All other NCCA approved shows shall abide by the affiliate's or show management's policies for substitutions, scratches, refunds, and late fees.

11.3.10. After each run, a gear check may be conducted by the appointed representative and or judge determine if the gear is legal, and to check for blood inside the mouth. The judge(s) has the sole authority to disqualify the contestant (11.10.1)

11.3.11. Earphones, earbuds and/or other electronic devices are strictly prohibited in the competition arena and such usage is penalised by disqualification.

11.3.12. Judges Score Sheets will be provided to show management, at the end of each class.

11.3.13. Scores will then be verified from the judge's score sheets and any corrections will be made.

11.3.14. Time element score will be added to the judges score to provide the final scores.

11.3.15. Scores will not be official until all score sheets have been verified and time score added.

11.3.16. In the event of a post-event disqualification, the payout will remain the same as far as number of places paid, as before the disqualification.

11.3.17. Presentations cannot be made until scores have been verified and time score given.

11.3.18. NCCA Premier Events only - Unofficial scores may be announced and/or exhibited on the scoreboard after each entry's run.

11.3.19. The Judge will provide the course pattern to show management, no later than one week prior to event day.

11.3.20. Show Management must provide available obstacle list to judge not less than 3 weeks prior to the event)

11.3.21. Patterns are to be provided/displayed no less than one hour prior to the class running.

11.3.22. The Judge will provide a walk through for all classes, Walk throughs can be combined when only minimal changes to different class patterns.

11.3.23. Unsportsmanlike conduct will not be tolerated

11.4. Scratching & General Show Rules & Etiquette

11.4.1. In approved Horse show classes managed by the NCCA, exhibitors that scratch after the entry deadline but prior to the draw will be refunded all entry fees with the exception of the office fee.

11.4.2. Entries that scratch after the draw will be not be refunded entry fees.

11.4.3. (11.2.4)After the draw, substitution of a horse only by the same owner and rider will be allowed upon presentation of a veterinary certificate stating that the horse entered will be unable to compete.

11.4.4. Substitution Horse scores will not carry over in a multi round show.

11.4.5. A substitution fee equal to 10% of the total entry fee will be charged. Substitutions must be accompanied by a new entry form. Any substitution without a veterinary certificate will be considered a late entry, assessed the late entry penalty fees and entered into the competition as a late entry. All other NCCA approved shows shall abide by the affiliate's or show management's policies for substitutions, scratches, refunds and late fees.

11.4.6. In approved Horse show classes managed by the NCCA, if an entered horse is deceased, the entire amount will be refunded.

11.5. Attire

11.5.1. Proper Western Attire is required.

11.5.2. Western Hat or Approved Riding Helmet are to be worn

11.5.3. A rider is required to have a head cover as per above options when entering the course.

11.5.4. Caps are not permitted

11.5.5. Junior/Youth Riders must comply with the legal requirements regarding use of approved helmets specific to their country.

11.5.6. Riders must wear long sleeve button up shirts

11.5.7. Shirts must be tucked in when the rider enters the course.

11.5.8. Riders are required to wear boots with a heel.

11.5.9. Chaps are optional

11.5.10. Spurs are optional

11.5.11. Makers mark logos are permitted

11.5.12. Approval is required for Sponsors Logos.

11.5.13. Trainers Logos are permitted for Professional Riders only.

11.5.14. Vests & Jackets may be worn over proper attire

11.5.15. Failure to wear appropriate attire will result in a DQ.

11.6. Equipment & Tack

11.6.1. All equipment must be Traditional Western or Australian stock however penalties can apply when a rider is unable to perform a complete obstacle due to not having Traditional Western Tack.

11.6.2. Traditional Western tack includes items such as Western saddles, bridles, breast collars, and other equipment commonly associated with Western riding. It's characterized by its distinctive design, which often includes a deep seat, a prominent horn on the saddle, and other features specific to Western riding.

11.6.3. Australian stock tack, on the other hand, is commonly used for riding in Australia and shares some similarities with Western tack, including the use of stock saddles. Australian stock saddles are designed for comfort and stability, making them suitable for activities like cattle work and trail riding.

11.6.4. The use of specific tack in a competition helps maintain a level playing field and ensures that participants are using equipment appropriate for the event's style and requirements. It's important for participants to adhere to these rules to maintain fairness and safety during the competition.

11.6.5. Traditional Hackamores are allowed.

11.6.6. Cavesons, drop nose bands, and any non western nose band, any form of gag bit, twisted wire bit, martingales, mechanical hackamores, tie downs are not allowed.

11.7. Broken Equipment/Tack

11.7.1. If at any time during a run a piece of equipment breaks the rider may continue provided the broken equipment does not pose a hazard to the rider and/or is not cruel to the horse. In the event the equipment is not safe or a hazard the rider will be unable to continue and will be required to safely leave the arena.

11.8. Show Event Guide

11.8.1. An affiliate/club must register an event using the NCCA event application process through the NCCA website, between 60-90 days but no later than 30 days prior to the event date. Should special circumstances arise a written email application will be considered.

11.8.2. An application is to be made to the NCCA board to host larger events.

11.8.3. A rider fee - (horse and rider combination) a portion of the entry fees ($5) is to be paid to the RCA for Points tracking & end of year high point awards.

11.8.4. All NCCA events providing buckles, the buckle is to have the NCCA Logo/ Wording on the buckle. (Logo can be provided to supplier through your RCA)

11.8.5. An affiliate/club must provide the NCCA with a copy of the score sheets for points processing. Points will not be updated on line until affiliate fees are paid

11.8.6. NCCA official score sheets must be used for all NCCA events.

11.8.7. NCCA show organizers must offer all approved NCCA classes at any NCCA approved show.

11.9. Show Approval & Show Management Responsibilities

11.9.1. An event approved by NCCA is exclusive to the NCCA and cannot also be approved or sanctioned by an unaffiliated horse entity or association unless specified before approval is obtained from the NCCA.

11.9.2. No two NCCA shows on one day in the same location will be approved by the NCCA.

11.9.3. Each Affiliate registration provides the affiliate with 4 pre paid show approval dates, standard application process applies.

11.9.4. A Show application and approval fee of $50 is to be paid on approval of event date above the allocated 4 pre paid dates. ref Affiliates pack.

11.9.5. Any organization seeking approval for an event by the NCCA must comply with the following requirements:

11.9.6. Classes for which approval is sought, will be called "Approved Shows" and must be presented and judged under the rules of NCCA.

11.9.7. Approved shows are shows that must offer all NCCA Approved Class with the exception of Special Events (9.4)

11.9.8. Approved shows must run all classes under the in Approved Classes List (7)

11.9.9. NCCA Approved horse shows must also have a minimum of 10 Competitors.

11.9.10. NCCA affiliates may hold shows with no prize money this is stipulated on the show approval application.

11.9.11. Approved Foundation shows must have prize money. ref Affiliates Handbook

11.9.12. Points and earnings will be kept track of by the NCCA in all approved horse shows and the point totals will determine the RCA and World Yearly high point standings.

11.9.13. NCCA Affiliates must host events throughout the year in their region allocated by the RCA.

11.9.14. Each NCCA Affiliate may host one event per year outside their designated region as long as there are no scheduling conflicts in either of the two regions.

11.9.15. It is acceptable to split one NCCA show over two or more days.

11.9.16. NCCA events can have single round competitions and multi round events or series of events.

11.9.17. In order to compete in an approved NCCA show, riders must be NCCA members in good standing, the show must remit the required fee to the NCCA, the contest must be pre-approved by the NCCA and all entry fees must be paid prior to showing, by the closing date. (11.2)

11.9.18. A day membership will be available to a person who is not an NCCA Member at their first show.

11.9.19. A membership can be taken on the day of an event.

11.9.20. All approved classes must include NCCA approved obstacles from the obstacle list in the rule book (12)

11.9.21. Approved NCCA events can include, see section (12) cattle obstacles see (11.13) on animal welfare.

11.9.22. It is recommended that a first aid officer along with suitable first aid equipment, be on the show grounds during all approved events.

11.9.23. The judge(s) for the event must hold a current NCCA judges card.

11.9.24. The Judge(s) must be used for all classes at an approved show. Deviation from this rule must be pre approved by the NCCA board.

11.9.25. A judge must judge a complete class.

11.9.26. A Scribe must scribe a complete class.

11.9.27. All show managers and show secretaries must be current full NCCA members (not associate members) in good standing.

11.9.28. Approval must appear on the NCCA website at least 14 days prior to the close of entries for that event. A request for show approval must be submitted to the NCCA Management Board by the show management at least 60 days prior to the event. Any show approvals received between 30 and 60 days may be subject to a $50 fine. No shows will be approved less than 30 days prior without extenuating circumstances.

11.9.29. The association accepts the responsibility of publishing on the NCCA website all show approvals that are received in accordance with the above. Show management is required to submit an event approval application form and are urged to include entry fees including office charges and the name of the judge when submitting request for show approval.

11.9.30. Shows from previous years have priority. If an affiliate applies for an approved large event show and date previously held by another affiliate, the previous show organizer will be contacted and given right of refusal for a 14 day period to get a show application in for approval form. If the original affiliate chooses to keep the large event and date, the date will be unavailable to the applying affiliate. This will be at the discretion of the NCCA

11.9.31. Approved Events may be canceled, and $50 approval fee refunded as long as the event is canceled no less than 30 days prior to the beginning of said event. Cancellation must be received in writing (email is acceptable) to the NCCA board for the refund of show approval fee.

11.9.32. Approved events may be postponed, postponement must be received in writing to the NCCA, if within 30 days of the event an administration fee will be charged.

11.9.33. NCCA shall charge a fee per entry in all Approved and Special Events, the fee amount shall be set annually by the Board of Directors and will be available in affiliates package, this fee is to be applied to each horse entered in each class, and shall be remitted to the NCCA when submitting the show results.

This fee is used to cover the cost of year-end high point awards, judges monitoring system, NCCA office expenses in publicising shows.

11.9.34. Every NCCA Approved show must meet the following reporting requirements:

11.9.35. NCCA fees paid within 14 days of the last day of the show.

11.9.36. Results received by the NCCA office within 14 days of the last day of the show.

11.9.37. Membership applications collected at the show received by the NCCA office within 14 days of the last day of the show.

11.9.38. Responses to NCCA office questions regarding results must be within 2 business days

11.9.39. All show payouts must be made within 14 days of the last day of the show.

11.9.40. All Show payout figures must be provided the the NCCA within 14 days of the last day of the show.

11.9.41. Results must include a Complete List as a digital file of all entries for each class along with the show scores, copies of original judges score sheets, membership applications, and all other NCCA documents as required.

11.9.42. A copy of all sheets is to be retained by the hosting affiliate for a period of 3 years from the date of the each show.

11.9.43. Failure to comply with any or all of these requirements will result in the possibility of fines and revocation of future shows as imposed by the Board.

11.9.44. At a minimum a penalty of $100 will be assessed if documentation is received after the 14th day. An additional penalty of $300 will be assessed if results are received after 30 days.

11.9.45. Any results not received after 60 days will not be recognized by the NCCA for year-end standings.

11.9.46. Mandatory classes for NCCA Approved Horse shows, other than Age and Special Events, Show management cannot force an entry into another show class.

11.9.47. Show approval shall be based on show management conforming to the conditions set forth in the official show packet. Show packets will be sent to the Show Manager/Show Secretary once the show has been approved. The Association reserves the right to refuse approval for a show based on a date conflict with another show or another show within a 100 mile radius or for any other reason.

11.9.48. The Association shall publish show dates once the show has been approved. Early receipt of the show application will give the show more publicity. At completion of the show and the requirements being met, the association shall publish show results and award points.

11.9.49. The prize money portion of the entry fee must be at least 1.5 times the office charge.

11.9.50. All entry forms shall have the following disclaimer: "I hereby acknowledge that I meet the criteria for eligibility to compete in the class/s entered according to the guidelines set forth in the NCCA rulebook." This is to ensure that competitors are aware of the criteria for the different classes in which they are indeed eligible to compete, and acknowledgement of the NCCA Rule Book

11.9.51. A show that is approved by the NCCA must use the most current Association rules.

11.9.52. A show may be approved without naming a judge or judges; however, the judge or judges must be named at least thirty days prior to the closing date of entries.

11.9.53. Any changes regarding added money, entry fees, office charges or location of show must be made no later than thirty (30) days prior to the closing date of entry for the show.

11.9.54. No class at or during any NCCA Approved Event may be canceled based on the number of entries. An Event may be cancelled, but the approval fee will be retained as an administrative fee.

11.9.55. Any approved NCCA event with more than $15,000 in added money must use two or more judges.

11.9.56. No person listed on the NCCA suspension list will be permitted to judge. Only those persons with valid NCCA judge's cards shall be permitted to judge.

11.9.57. All NCCA approved events must use official judge's score sheet and forward same to the Association along with the complete NCCA result forms, which includes the prize money distribution sheet, final show report and monetary payment, within fourteen (14) days of the conclusion of the show.

11.9.58. Videotaping is required for any NCCA Approved event with $15,000 or more in added money. Video shall be held by show management and available to the NCCA office for a period of 90 days.

11.9.59. Noncompliance with any of the rules in section ## shall result in a minimum $100 fine for the first offence. Any second offence shall result in a minimum $500 fine. Any subsequent offences shall also be treated as second offences. All fines will be determined by the NCCA board based on the severity of the infraction.

11.9.60. Two (2) timers are required for any NCCA approved show/event, timers must be over 18 years old. One (1) offical timer and one back up timer.

11.9.61. Digital timers are required to time each run at any NCCA approved show.

11.9.62. Times are to be recorded on the Timer Sheet (template provided in Affiliate handbook)

11.10. Show Management Responsibilities
Show Staff

11.10.1. Show management for premier events must see that a judge or a qualified person inspects gear after each run, if the inspector finds any illegal equipment, the contestant is to remain with the inspector who will concur with the judge, the judge is to rule and the judges ruling is final. The judge(s) has the sole authority to disqualify the contestant. Gear Check is optional for standard approved shows.

11.10.2. Show management must provide/hire a show secretary that has been certified by the NCCA. The NCCA shall set standards and requirements for each show secretary. Schools and certification requirements may be established by the NCCA Board of Directors.

11.10.3. NCCA approved shows are required to have an appointment of a representative. The representative shall be a member in good standing of the Association and shall know the rules of the Association. Show manager and/or show secretary shall not be named as representative.

11.10.4. Before the show starts, the show management shall select, announce, and post the NCCA representative.

11.10.5. The NCCA representative is not required to be present at approved shows but to be available throughout the entirety of the the show, with the exception of Premier events a were a representative will be present.

11.10.6. A Show representative is to provide NCCA representative email address for all correspondence.

11.10.7. Show management shall verify that each competitor is a current NCCA member in good standing with the NCCA.

11.10.8. Show management shall draw order of competition and post the draw and the course at least 2 classes ahead at a minimum, courses and draws can be all posted together at the start of the round.

11.10.9. In NCCA Managed Events, classes may be entered by the published draw date to get in the draw at an approved show, as long as any appropriate late fees have been paid. Entries received after the draw will be accepted until noon the day prior to the class. Entries received after the draw will follow rule 9.4 to determine draw position. In all other NCCA approved events/ shows, show management shall determine entry deadlines, late fees and draw position (first or last).

11.10.10. Show management shall post starting time and whether or not competitors may use arena for schooling prior to start of show.

11.10.11. Show management shall not allow competitors to use the arena if the course is set and obstacles are in place.

11.10.12. Show Management should announce the Time of lunch break as soon as it is determined.

11.10.13. Show Management will determine prior to the start of the event if the presentations will be at the end of the day or at the end of each class.

11.10.14. Show Management can have the first half of the day presentations during the lunch break.

11.10.15. Judge's score sheets must be posted after the completion of the competition presentations or after individual class presentations. (11.9.13-14)

11.10.16. No Score Sheets are not to be posted until after presentation.

11.10.17. The judge's scores may be announced immediately following each run at the option of show management for larger shows only, noting that the scores are not final as the time component is to be added, and scores checked.

11.10.18. Two Judge System – both scores cards are combined.

11.10.19. Three Judge System – each judge scores a separate card. Show Management has the option of using all three scores and adding them together or comparing all three scores and the two closest scores are used, with the odd score being eliminated, i.e. the three scores are 72, 73 and 75, the total score is 145 (72 & 73 with the high score of 75 being eliminated). If the scores are evenly divided, the lowest score is eliminated, i.e. the three scores are 71, 72 and 73, the total score is 145 (72 & 73 with the lowest score of 71 being eliminated).

11.11. Show & Competition Ethics

11.11.1. The following provisions regarding conduct shall apply to any NCCA approved show. The responsibility for reporting violations of conduct rests with, but is not limited to, show management, NCCA Directors, officers, officials, and the judges.

11.11.2. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct shall be defined as any action of disrespect, deceit, fraud, or intimidation directed to judges, show management, NCCA or other exhibitors, spectators, or sponsors, at NCCA managed events show managers shall be indemnified and empowered to immediately resolve any situation deemed to be unsafe or that may pose a risk to any person or animal participating in the event. Violations will be brought before the NCCA Board and a hearing may be scheduled before the Ethics Committee for possible disciplinary action or suspension. All violations of this rule will be dealt with according to the provisions as described in the disciplinary procedures portions of these rules.

11.11.3. NO ONE shall intimidate, or attempt to intimidate, a judge(s) or the scribe. The penalty for violating this subsection will be a minimum of 6 months suspension from the Association.

11.11.4. A participant may withdraw from any competition due to any injury to himself or his/her horse or due to sickness or death in his/her family. A participant shall not at any time withdraw from any competition he/she is participating in due to dissatisfaction or grievance with the judge(s), show management or other participants without forfeiting all money he/she may have won in previous rounds. Entry fees, or part thereof, will not be refunded after a participant begins competing.

11.11.5. A horse and rider combination can do a maximum of 4 runs in any one day of competition regardless if the show offers one or two rounds.

11.11.6. While the show is in progress appropriate western attire must be worn while showing. Western hat or approved safety helmet. Long sleeve shirt in accordance with rule (11.4). A rider shall not enter the show arena of any NCCA approved show with any equipment other than legal NCCA equipment while the show is in progress. The show management, representative and/or judge may disqualify a participant if he/she enters the arena with any illegal equipment and all entry fees and/or premiums pertaining to said participant shall be forfeited.

11.11.7. A participant or their immediate family shall not talk to a judge or scribe nor shall a judge or scribe talk to a participant or their immediate family members beyond the exchange of normal greetings during a show, nor discuss with the judge(s) or scribe(s) any previous scores, events or related happenings within 30 days after a contest in which both parties participated. This includes verbally or by electronic or social media. However, in the course of education, a

judge is allowed to initiate a discussion for instructional purposes at any time after the event.

   11.11.8. No alcoholic beverages may be consumed or brought into the arena while an NCCA approved event is taking place.

   11.11.9. Failure to comply with rules (11.10.1) through (11.10.7) will call for a minimum $200 fine and/or a minimum of 90 days suspension.

11.12. ***The Animal Handling Policy Statement on Animal Use (to Country Standards)*** *provided by the National Cowboy Challenge Association emphasizes the importance of animals in cowboy society and the commitment to their proper care and humane treatment in various contexts, including competition, transportation, and rest. The policy statement aligns with professional and humane standards of animal handling and aims to demonstrate sensitivity to public perceptions. Key points from the statement include:*

- **Acknowledgment of Animal Value:** The statement recognizes the significant role that animals, especially horses and cattle, play in the cowboy culture. It emphasizes that animals contribute to the wealth of people, support commerce, and enhance the enjoyment of life.
- **Proper Environment:** The association is committed to ensuring that animals in competition, during transportation, and when at rest are provided with a suitable and safe environment.
- **Humane Guidelines:** The policy promotes the establishment of humane guidelines for the care and treatment of both horses and cattle, emphasizing the welfare of these animals.
- **Professional and Humane Standards:** The statement asserts that events produced and approved by the National Cowboy Challenge Association strive to adhere to professional and humane standards of animal handling. This includes conducting competitions in a manner that prioritizes the well-being of the animals involved.
- **Sensitivity to Public Perception:** The association is aware of the importance of public perception and strives to set an example through their commitment to humane animal handling. They acknowledge the need to address public concerns and maintain a positive image regarding animal treatment.

In summary, this policy statement reflects the commitment of the National Cowboy Challenge Association to responsible and humane animal use in cowboy-related events and competitions. It underscores their dedication to the welfare and proper care of animals while acknowledging the valuable role these animals play in cowboy culture and society.

At any event, approved or produced by the NCCA, attendees and participants can be assured that humane treatment rules for horses and cattle will be enforced.

11.13. Care and Maintenance of Cattle

   11.13.1. A veterinarian should be in attendance, or reasonably available to call in for NCCA Events and will attend to any injured animal after its removal from the arena. Should humane destruction of an animal be recommended, such destruction will take place as soon as possible and shall be carried out by the most humane means possible.

   11.13.2. Cattle should appear strong and healthy.

   11.13.3. Chutes, corrals, mangers, yards etc., should be so constructed as to prevent injury to cattle and horses. All areas in which cattle are kept and the arena shall be free of rocks, holes, and obstacles.

   11.13.4. Arena help may be fired and/or contestant may be disqualified for mistreatment of cattle.

   11.13.5. Cattle that become excessively excited, so that they appear in danger of injuring themselves, should be released from the arena.

   11.13.6. No sick or injured animals will be permitted to be used in competition. Blinded animals or animals with bad eyes will not be permitted to be used in competition.

   11.13.7. Animals will be inspected, and objectionable ones eliminated.

   11.13.8. Any member tampering with competition livestock will be disqualified for the remainder of that particular show and will be subject to a fine.

11.13.9. If a rider kicks the animal being worked or hits it with the romal or reins in an abusive manner; he or she will be disqualified.

11.14. Care and Treatment of Horses

11.14.1. Inhumane treatment of a horse in any manner in the show arena, practice pen or on the show grounds is strictly prohibited.

11.14.2. Inhumane treatment is the exhibition of a crippled or injured horse, or a horse with any other health abnormality, which could thereby result in the horse's undue discomfort or distress. Abuse includes excessive jerking, spurring, whipping, slapping, or any other act intended to cause trauma or injury to a horse. Any act of abuse, or intent to abuse a horse, in the show arena or on the show grounds which could also potentially endanger the safety of other persons or animals will be dealt with in the strongest possible manner.

11.14.3. If show management at any NCCA approved event discovers inhumane treatment of a horse, it may immediately bar the responsible party and horse from further participation in the event. The decision of show management as to inhumane treatment shall be based upon consultation with a veterinarian. If show management determines in its sole discretion that the welfare of the horse requires immediate action and a veterinarian is not available, show management shall consult with the Show Representative before taking any action allowed by this rule.

11.14.4. In the event show management discovers any inhumane treatment of a horse, the NCCA Board and shall be notified and a hearing to consider disciplinary action against the responsible party shall be scheduled.

11.14.5. Administration of drugs while in the show arena or practice arena is strictly prohibited unless administered in a lifesaving situation. Such an instance must be reported to show management. The decision of the show management as to life saving treatment should be based on consultation with a veterinarian. Show management shall disqualify and/or refuse entry to any contestant and/or owner for violation of this rule.

11.15. Humane Treatment

11.15.1. No person shall exhibit any horse which appears to be sullen, dull, lethargic, emaciated, drawn or overly tired.

11.15.2. No person on show grounds, including, but not limited to, barns, stalls, practice area and show arena, may treat a horse in an inhumane manner, which includes, but is not limited to:
(1) Placing an object in a horse's mouth so as to cause undue discomfort or distress.
(2) Tying a horse up or around in a stall or when lungeing or riding in a manner as to cause undue discomfort or distress. In addition, leaving a bit in a horse's mouth for extended periods of time.
(3) Use of inhumane training techniques or methods; poling or striking horse's legs or body with objects, excessive spurring and/or excessive jerking of reins.
(4) Use of illegal equipment as described in rule (11.5)
(5) Inhumane treatment which results in any bleeding.

11.15.3. A judge has the authority to withdraw that appears lame

11.15.4. A horse and rider combination can do a maximum of 4 runs in any one day of competition regardless if the show offers one or two rounds.

11.16. Complaints & Protests

11.16.1. Any person wishing to file a complaint regarding any alleged violation of these rules may do so by submitting Intent to Protest within 7 days of discovery in writing Board together with a receipt of payment made to the NCCA in the amount of $100, Complaints submitted by an NCCA Director, NCCA Staff, Show Representative, Show Management or Judges are not required to file the $100 fee. Upon receipt, all complaints will be referred to the NCCA Board investigation and consideration. If the Board determines, after investigation,

that no further action is warranted, the complainant will be notified, and no further action will be taken on the matter. If the Board determines, after investigation, that there are grounds for possible disciplinary action, the NCCA Board shall make notification of the results and disciplinary action taken.

11.16.2. Any member may be disciplined, placed on probation or suspended from the Association and any member or non-member may be denied all privileges of the Association by the Board of Directors whenever it shall have been established by the prevalence of the evidence that such member or non-member has violated any rule of the Association. When the rule in question contains a specific punishment provision, any disciplinary action taken by the Board of Directors must be consistent with that provision.

11.16.3. When anyone is accused of any rule violation, he/she shall be given not less than 15 days' notice of a time and place for hearing such accusation by the NCCA Board, at which time and place he/she shall have the opportunity via zoom, to be heard and to present evidence in his/her own behalf and to hear and refute evidence offered against him/her.

11.16.4. No continuance shall be granted unless requested in writing at least 7 days prior the hearing and good cause is shown. A continuance shall be granted or denied at the sole discretion of the NCCA Board.

11.16.5. The decision of the Board shall be final and binding on all parties.

11.16.6. When disciplinary action is taken against a member or non-member, the person's name, the rule violated, and the disciplinary action taken will be published in the NCCA Newsletter.

11.16.7. A member on probation may participate in NCCA activities, although any rule violations occurring during the probationary period will result in additional penalties, fines or suspension.

11.16.8. A suspended member of the NCCA will not be considered a member in good standing and will not be allowed to participate in an NCCA or NCCA Affiliate approved event as an owner of a horse, rider, agent or judge. A suspended list will be published on the NCCA Website & Newsletter. In the event such suspended member enters an approved event during the period of time he/she is suspended as an owner, rider, agent or judge, an additional 6 months will be added to his/her suspension.

11.16.9. Every person who is suspended by the NCCA, American Quarter Horse Association, National Reined Cow Horse Association, National Cutting Horse Association or the American Paint Horse Association or County associations under these major Associations, for unsportsmanlike conduct at a show or contest shall be suspended by the NCCA upon official notice to this Association from the AQHA, NRHA, NCHA, NRCHA or APHA of any such disciplinary action.

11.16.10. The NCCA may honor the disciplinary actions of its affiliate organizations when supplied with satisfactory evidence that the person so disciplined has been given a full and impartial hearing by the affiliate organization involved; however, any action taken by affiliates will not limit any authority or jurisdiction of the NCCA.

11.16.11. Any member of the NCCA who threatens, or actually inflicts bodily harm or injury to another person based upon that person's actions, conduct or decisions, shall be suspended from membership in the NCCA for a period of not less than one (1) year.

11.16.12. If any member institutes litigation in which the Association is included as a defendant in an effort to recover damages, to overturn enforcement or interpretation of the Bylaws or Rules and Regulations, or for any other reason whatsoever, and does not prevail in said litigation by the recovery of all relief requested, said member shall be liable to the Association for its legal fees, and other expenses incurred in connection with such litigation. Venue for any litigation in which the Association is included as a defendant shall be the county of the Association headquarters.

11.16.13. No person shall make a derogatory remark, nor take or threaten to take adverse action against an NCCA sponsor, its agents, servants, or employees, relating in any manner to the sponsors involvement with the NCCA or an NCCA

Approved event. Any person who violates this rule is subject to disciplinary action and is also responsible to the NCCA for any loss or damage caused by a violation of this rule.

11.16.14. Every notice required by these rules and regulations may be served by delivering a copy of the notice to the person to be served, or his/her attorney, in person or by mail, postage prepaid, to his/her last known address as it appears on the Association's records and upon mailing, such notice shall be deemed received by such person when it is deposited in the mail.

12. NATIONAL COWBOY CHALLENGE ASSOCIATION OBSTACLES

12.1. General Information

12.1.1. Obstacles are rated on a scale from Level/Rating 1 (L1) - Level 6 (L6) each obstacle will have its rating listed in the description of the obstacle.

12.1.2. Obstacle Levels are allocated out to each class and that class cannot exceed that level in a competition arena.

12.1.3. Approved obstacles only must be used in any NCCA competitions.

12.1.4. Each Obstacle will have a 30 second engaged approach. Time begins as the rider engages* the obstacle. When the time has lapsed the Judge will advise the competitor to move onto the next obstacle in the course. At the judges discretion the rider may be given more time providing the horse and rider team are making forward progress and it is in the best interest of the horse to continue. Time negative score can be applied over the total run (10.2)

12.1.5. If a Rider cannot complete the obstacle penalties will apply. This is determined by the attempt made and any partial execution of the obstacle.

12.1.6. If a rider passes an obstacle and begins the next obstacle this will attract the highest penalty/negative of a 3 1/2 (2 Point penalty plus -1 1/2 obstacle score) and will have the obstacle allotted time of 30 seconds added to their final time. Should a rider return to the missed obstacle, this will be seen as off course and will result in the competitor being disqualified.

12.1.7. All obstacles are to be sturdy and safe and no obstacle should endanger the horse or rider.

12.1.8. Refer to the NCCA website for images of obstacles.

12.1.9. Please note and follow measurement guidelines that apply to certain obstacles.

12.1.10. Engaging an obstacle is when the rider and horse have began the obstacle, including stoping to prepare to begin an obstacle, engaging in the obstacle space. ^^

^^ See engagement videos on the NCCA Website.

12.2. National Cowboy Challenge Association Approved Obstacles.

Rating/Level is 1 through to 6 with 1 (one) being lowest degree of difficulty and 6 (six) being the highest degree of difficulty Marked on each obstacle as L1 through to L6

Accelerated Ride - L1-L6

- *The accelerated ride adds an element of excitement and challenge to the cowboy challenge event, as riders must balance speed with precision and control. It's important for riders to have a strong partnership with their horse and effective communication to safely and successfully complete this portion of the course.*
- An "accelerated ride" in a cowboy challenge course typically refers to a segment of the course where riders are required to increase their horse's speed to a canter or lope, or even a full gallop, while navigating the direction and area set by the judge. This segment is often designed to test a rider's ability to control their horse at higher speeds while maintaining accuracy and balance.
- An Accelerated Ride can be placed at any point of a Cowboy Challenge - Start - Finish - Middle
- It can be around the full course, half the course, perimeter and/or across the course space.

- Complete the accelerated ride segment as quickly as possible while Maintaining control of the horse's speed, direction, and responsiveness to cues, even while riding at a faster pace.

Archery - L3-L6
- Requires the participant to shoot at stationary targets from horseback.
- Rider collects the Bow and Arrows at the archery station.
- At the archery station, there will be one or more stationary targets, often at varying distances. The targets may be traditional bullseye targets or thematic targets designed to fit the cowboy challenge theme. Archery station is to be positioned away from Judges, Spectators and any course helper/volunteer.
- Rider can be asked to complete the task at a Walk (L3 & above), Trot (L4 & above) or Lope (L6 only)
- Targets will be attached to a hay bale or safety barrier of sorts.
- Participant will receive a maximum of 3 blunted arrows.

Backing - L1-L6
- Backing a horse at a cowboy challenge is a fundamental horsemanship skill, and it's important for both rider and horse to be comfortable and proficient in this manoeuvre.
- A Backing obstacle can be a straight line or a back with a turn/corner Some of these obstacles may include narrow pathways, gates, or other situations where backing the horse is necessary.
- The rider is judged on their ability to back the horse accurately and with control. This means the horse should move backward in the direction instructed without excessive resistance or confusion.

Backing Steep Terrain - L5-L6
- Backing a horse uphill or downhill in a cowboy challenge not only demonstrates the rider's and horse's skills with the importance of trust and communication between the two. It's a valuable skill for working on challenging terrain and can be useful in real ranching or trail riding situations where riders encounter steep descents. Riders should always prioritise the safety and well-being of their horse during such manoeuvres.
- A safe pathway will be provided to back the horse uphill or down hill. The course of a cowboy challenge is designed to simulate various real-life ranch or cattle-working scenarios. In some cases, this may involve descending or ascending a hill, and participants may be required to back their horse up or down that slope.
- As the horse begins to back down or up the slope, the rider's primary focus is on maintaining control, balance, and a slow, controlled pace. It's crucial to avoid rushing the manoeuvre.

Ball Push (Push Obstacle) - L1-L6
- The Ball Push or Push object obstacle in a cowboy challenge is not only a test of riding skill but also a fun and engaging activity. It demonstrates the horse's responsiveness to cues and the rider's ability to communicate effectively with their mount.
- The rider's objective is to use their horse to push the ball from the starting point to a designated finish line or marker within a certain time frame or without making errors.
- The rider's objective is to use their horse to push the ball or object from the starting point to a designated finish line or marker.

Bareback Ride - L5-L6
- Bareback riding in a cowboy challenge adds an element of skill and excitement to the competition, emphasising the rider's ability to connect with their horse and ride effectively without the support of a saddle.
- The objective of this challenge is to demonstrate the rider's ability to maintain control, balance, and effective riding skills while riding bareback.
- A rider will be asked to remove saddle at a designated point on the course. The rider then must remount (Use of mounting block is permitted), ride to the designated point that is required by the judge in the course. This can be at a walk, trot or lope.

Bareback Double Rider - L6
- The bareback double rider challenge in a cowboy challenge event adds an exciting and teamwork-oriented element to the competition. It emphasizes the riders' ability to communicate effectively and maintain control of the horse while working together.
- This challenge is to demonstrate the riders' ability to work together and control the horse while riding without a saddle.
- A rider will be asked to remove saddle at a designated point on the course. The rider then must remount (Use of mounting block is permitted) and collect their passenger, ride to the designated point that is required by the judge in the course. This can be at a walk, trot or lope.

Barrel Pattern - L1-L6
- While barrel racing itself is a standalone equestrian sport, incorporating it into a cowboy challenge event can add an element of speed and precision to the competition..
- Typically, three barrels are used in a triangular pattern. The barrels are placed at specific distances apart, with the first barrel often closer to the starting point and the other two forming a triangle.
- The objective of the challenge is to navigate the horse around the barrels in a specific pattern as quickly as possible without knocking over any barrels.

Barrel Jump - L6
- Barrel jumps in a cowboy challenge event adds a higher degree of difficulty for higher level classes, requiring riders to demonstrate balance, and control. Riders and horses need to work together to clear the barrels cleanly
- Barrels are placed on their side with a minimum of 2-3 barrels together lengthways. This can be a sequence of more than one jump but no more than 3 jumps.
- A Barrel jump can be placed as part of a Broken Jump

Bounce Jumps - L1-L6
- Bounce jumps in cowboy challenge events add a jumping element to the competition, requiring riders to demonstrate their horsemanship skills, balance, and control. Riders and horses need to work together as a team to complete the obstacle successfully.
- Bounce Jumps can consist of a series of 3-6 jumps no higher than 15” 38cm. and are to be set at the same distance between each jump to maintain a steady pace and create rhythm.
- Bounce Jumps should be 9'ft apart.

Branding Your Horse - L1-L6
- Branding Your horse obstacle requires the rider to dismount the horse, pick up a branding iron dip it in chalk or water and brand your horse on the shoulder or hip, replace the branding iron and remount the horse.

Bridge - Narrow - L2-L6
- The narrow bridge obstacle tests the rider's and horse's ability to maintain control and composure in a confined space, without stepping off. Riders must ensure that their horse moves forward steadily and walks confidently across the bridge. They should avoid rushing or hesitating.
- The narrow bridge is often a raised structure that can be made of various materials, such as wood, planks, or beams. It is intentionally made narrow to increase the level of difficulty.
- A Narrow Bridge is to be between 12” - 18” in width a minimum length of 6-8ft and a height between 6” and 18”.

Bridge - High - L4-L6
- The High Bridge challenge tests the rider's and horse's balance, confidence, and control while crossing a bridge at an elevated height.
- The high bridge can be made of various materials, such as wood, planks, or beams and steel and it may feature railings or side barriers to enhance safety.
- A High Bridge is between the heights of 24” - 44” with a minimum length of 8ft and a minimum width of 22-24”

Bridge - Flat Fast - L1-L6

- A Flat Fast Bridge involves riders and their horses crossing a lengthy bridge at a relatively fast pace at a trot or lope. It is typically a long bridge or a series of long bridges of the same height.
- The objective of the long fast bridge is for riders to guide their horses safely and swiftly across the entire length of the bridge. A series of Flat Fast bridges can be joined together to increase the length of the obstacle.
- A Flat Fast Bridge is between 4" and 8" in height a minimum width of 22" and a minimum length of 8ft.

Bridge - Teeter Totter L3-L6

- Typically refers to a specialized obstacle that combines elements of balance, control, and coordination for both the rider and the horse. This type of bridge is designed to tilt or teeter as the horse and rider traverse it.
- The teeter totter bridge consists of a narrow pathway with a central pivot point. It can be made of various materials, such as wood or metal.
- A Teeter Totter Bridge is between typically 4" and 8" in height a minimum width of 22" and a minimum length of 8ft.

Bridge - Crooked L2-L6

- A "crooked bridge" typically refers to a specialized obstacle that requires riders and their horses to navigate a bridge with an irregular or uneven surface. Riders are to guide their horses safely across the bridge while maintaining balance and control.
- The crooked bridge can be made of various materials, such as wood, planks, or beams. The uneven surface may simulate natural obstacles like logs or uneven terrain.
- A crooked bridge is typically no Higher than 12" and a minimum length of 8ft.

Bridge - Mogul - L3-L6

- A "mogul bridge" typically refers to a specialized obstacle that mimics the uneven terrain found in a field, testing the rider's and horse's ability to navigate an uneven, hilly, or bumpy surface.
- The mogul bridge can be constructed with various materials, including wooden planks, beams, or other platforms that simulate the uneven terrain. The mounds or hills may be arranged in a row or a zigzag pattern.
- A Mogul bridge is typically made up of varying heights with no more than 18". The minimum width should be between 22" - 24" with a minimum length of 6-8ft.

Broken Jump - L1-L6

- Typically three jumps (3) that involves jumping over or navigating a series of jumps that are intentionally designed with irregular or broken elements. These elements may include gaps, uneven heights, or challenging combinations.
- Refer Jump Height cart for maximum height for levels.

Burn Turn Burn - L1-L6

- Typically refers to an obstacle that involves a tunnel entrance with an accelerated entrance, a sharp and quick tight turn executed smoothly and then accelerate rapidly on departure of the tunnel.
- The burn turn burn obstacle can be made up or varying elements for the tunnel such as ground poles or hay bales. The turn is generally around a barrel or similar item.

Carousel/Round About - L3-L6

- The carousel/roundabout is typically designed to be circular obstacle, and riders must collect a handle and guide their horses around it while maintaining control and precision this can be used in one or both directions.
- A carousel is typically with 4 points similar to a clothes hoist, with a handle or strap for the rider to hold to turn it around to execute a precise circle. The height of the carousel can vary.

Carry - L2-L6
- *R*efers to an obstacle where riders and their horses are required to pick up the designated object, navigate their horse while holding the object, and deliver it to a designated endpoint.
- A carry obstacle can be varying items such as a bucket with water, basket with items, sack, jacket, saddle bags etc.

Circles - L3-L6
- Typically a Large Fast and a Small slow circle is for riders to perform the prescribed reining manoeuvre accurately and with precision, demonstrating control and communication with their horse.
- This obstacle can be incorporated into a course around other obstacles.

Climb Object to ring Bell - L4-L6
- *A* rider will dismount and climb a particular object and then ring a bell. The climbing object could be a Ladder, Mounting block, Windmill or similar. on completion or ringing the bell the rider will climb down and remount their horse.

Clover Leaf / Daisy Chain - L2-L6
- *A*n obstacle that requires riders and their horses to navigate a specific pattern or path resembling the shape of a daisy chain or a series of connected loops. This challenge often involves precise turns and maneuvering through interconnected circles or loops with higher class levels expected to complete lead changes.
- Markers will be used to make out the pattern.

The following Three obstacles require a small herd of cattle.

Cow - Cut - L4-L6
- Riders and their horses work together to separate a single cow from a herd and then keep that cow isolated for a certain period of time

Cow - Rope (Break away required) - L5-L6
- Roping a cow from a herd is a challenging and traditional aspect of cowboy challenge events. Riders use their riding skills to approach the cow, manage their horse's speed and position, and throw a lariat or rope around the designated cow's head or horns.

Cow - Sort - L3-L6
- In cow sorting, riders and their horses work together to sort specific cattle from a herd based on numbers, colors, or other criteria. Riders to sort and separate specific cattle from the herd based on predetermined criteria. This could include selecting cows with specific numbers, colors, or other distinguishing features.

Cowboy Curtain - L1-L6
- Riders and their horses need to navigate through a set of hanging or suspended curtains made of fabric or other materials. These curtains may be designed to create a visual barrier or tunnel-like structure that the horse and rider must pass through. The challenge tests the horse's willingness to move through unfamiliar or potentially intimidating objects and the rider's ability to guide their horse through the obstacle.

Dead Fall - L1-L6
- Is an obstacle that simulates a fallen tree or other natural obstacle that riders and their horses must navigate. This challenge tests the rider's and horse's ability to cross or maneuver around an irregular, potentially uneven, and often large obstacle.
- This obstacle typically features a fallen tree or logs placed on the ground to create a barrier that riders and horses must cross or navigate around.

Dismount - L1-L6
- requires riders to dismount from their horses and perform a specific task or maneuver on the ground. This challenge tests the rider's ability to control and manage their horse before dismounting, execute the task effectively, and remount their horse afterward.

Doubles (Turns) on the fence - L3-L6
- a maneuver commonly done at a lope where a rider and their horse perform a quick and controlled change of direction, often simulating a turn on the fence with a cow with no stop in the manoeuvre. The obstacle involves a designated point or marker that riders and their horses must approach and perform Doubles/Turns on the fence.

Double Rider - L3-L6
- A task that requires two riders to be on the same horse, often with one rider seated in front of the other. This obstacle tests the riders' ability to coordinate their movements, balance, and communication while riding a horse together.
- The rider must collect their passenger, ride to the designated point that is required by the judge in the course and return their passenger to the same or another designated point. The passenger should be deposited in a safe manner. This obstacle can be at a walk, trot or lope.

Drag - L3-L6
- requires riders to perform a task that involves dragging an object. This challenge tests the rider's and horse's ability to control and manipulate an object, often simulating ranch work where dragging objects may be necessary.
- The objective of the drag obstacle challenge is for riders to guide their horses to pick up, drag, and control the object from the starting point to the finishing point.
- Correct rope handling is required to safely execute this obstacle.
- A Drag obstacle can be made up of many different objects, Log, Tyre, Weighted feed bag etc.

Figure Eight - L1-L6
- requires riders and their horses to navigate a specific pattern in the shape of a figure-eight. This challenge tests a rider's ability to control their horse, follow a precise path, and execute maneuvers while maintaining balance and coordination.
- Figure-eight obstacle is often marked with cones or markers to define the path.

Flag Carry - L1-L6
- requires riders to collect a Flag from one location and complete a pattern with the flag and place it back into the same or another location with their horse generally mounted, but not limited to mounted.

Flag Race - L2-L6
- riders typically are requested to retrieve a small hand held flag from a designated point or container, often referred to as a "flag bucket," and then race back to the starting point while carrying the flag. This challenge tests the rider's ability to control their horse, speed, and precision while handling the flag, this can involve multiple flags.

Gate - L1-L6
- riders and their horses opening, passing through, and closing a gate or a series of gates, Riders must handle the gate with care, ensuring that it opens and closes smoothly and without causing any disruptions.
- These gates may be hinged, swinging, or have specific latching mechanisms, Gates may also be made up as a rope gate.

Garrocha - L4-L6
- riders performing a skill or maneuver using a garrocha, which is a long pole traditionally used in Spanish horsemanship. In a cowboy challenge, the garrocha may be used for a specific task or challenge that tests the rider's ability to control their horse and manipulate the garrocha with precision.
- The obstacle typically involves a long garrocha pole, which can vary in length but is usually several meters long. The garrocha pole is lightweight and typically made of wood or another suitable material.

Ground Tie - L2-L6
- riders demonstrating their horse's ability to stand still and obediently when dismounted, with the horse remaining in one place while not tied or restrained. Ground tying is a valuable skill for real-life ranch work and demonstrates a well-trained and obedient horse.

Hay/Feed Carry - L3-L6
- requires a rider to dismount and to carry to move bale/s of hay or a feed bag/s while your horse stands. Typically the item/s are moved from point A to point B. the rider may be required to stack hay or feed bags.

Hip Rotation/Hindquarter Yield - L1-L6
- is a maneuver in which the horse moves its hindquarters in a circular or pivot-like motion. The rider typically uses leg, seat, and rein cues to ask the horse to yield its hindquarters while maintaining a stationary front end (the horse's front legs remain planted). This obstacle can be executed with the horses front feet on an elevated platform, bridge or mat

Jumps - L3-L6
- "jumps" obstacles are relatively common and involve riders guiding their horses to leap over specific obstacles or barriers. These obstacles test the horse's agility, the rider's control, and the ability to navigate challenging terrain.
- Refer to Jump Height cart for maximum height for levels.

Key Hole - L1-L6
- the "keyhole" obstacle is a popular and fun challenge. It typically involves a pattern or course designed in the shape of a keyhole or hourglass. The objective is for the rider to guide their horse through the narrowest part of the pattern, navigate a tight turn around a barrel or marker, alternatively the rider can be asked to execute a specific and then exit the keyhole pattern.

Lead Changes - L3-L6
- typically involves the rider demonstrating their ability to execute a lead change with their horse during a designated portion of the course. A lead change is a fundamental maneuver in various equestrian disciplines, including reining, western riding, and working cow horse.
- This involves a specific point where the rider is required to execute a lead change with their horse. A lead change involves the horse changing from one leading front leg to the other during a canter or lope gait.

Mail Box - L1-L6
- riders guide their horses to stand at an obstacle that will resemble a mailbox. The rider may be required to remove a letter from the mail box, pick up a letter from one place and post in the mail box.

Mechanical Cow - L3-L6
- typically involves an apparatus or device that simulates the movements and behaviors of a live cow, allowing riders and their horses to practice and demonstrate cattle-related skills without the presence of real cattle. The mechanical cow obstacle is to test the

horse's ability to work with a simulated cow by guiding it, controlling its movements, and emulating cattle-related tasks, such as cutting, herding, or sorting.

Moguls (Natural or Man Made) - L2-L6
- "moguls" typically refer to man-made or natural obstacles that mimic the rolling, uneven terrain found in hilly or mountainous regions. These obstacles aim to challenge riders and their horses to navigate up and down various mounds, bumps, and undulating terrain. Moguls can be made of dirt, sand, or other materials and are designed to test a horse's balance, agility, and the rider's ability to maintain control over the horse while navigating challenging terrain.
- Man-made mogul obstacles are often used in equestrian competitions to simulate challenging natural landscapes, providing riders with opportunities to demonstrate their horsemanship skills and their horse's adaptability to different types of terrain. Such obstacles can be a fun and engaging part of a cowboy challenge, as they add an element of unpredictability and excitement to the course.
- In contrast, natural moguls refer to the naturally occurring uneven terrain found in some outdoor riding environments, such as trails in hilly or mountainous areas. Riders might encounter these natural moguls when trail riding, and they can present both challenges and opportunities for riders to improve their skills in handling uneven terrain.
- Ultimately, whether man-made or natural, moguls provide riders with the chance to demonstrate their horse's responsiveness, balance, and adaptability, showcasing their ability to navigate different types of obstacles in the equestrian context.

Mount - Stand to Mount (Mounting block can be used) - L2-L6
- This obstacle assesses the rider's ability to mount their horse effectively and efficiently, the horse is to be standing calmly during the process.

Pinwheel - L1-L6
- The pinwheel obstacle is set up with a series of obstacles or markers arranged in a circular or pinwheel-like pattern. The number of obstacles and the distance between them can vary, markers such as cones, barrels or cable drums are commonly used to define the centre with poles used to mark the external part of a pinwheel obstacle.
- A pinwheel can also be used in a send around obstacle for a higher degree of difficulty.
- The Horse and rider are required to navigate around the obstacle
- The obstacle can be executed at a walk trot or lope

Pully/Hoist - L3-L6
- involves riders and their horses navigating an obstacle that typically incorporates a pulley system or hoisting mechanism. These obstacles are designed to test the horse's responsiveness and the rider's ability to operate a pulley or hoist to complete a task or maneuver, such as lifting an item.

Ride Over / Low Jump- L1-L6
- A "rider over low jump" refers to a rider and horse combination navigating an obstacle that consists of a low jump or hurdle. The rider's objective is to guide the horse over the jump while maintaining proper form and technique. The height of the jump can vary, but in the case of a "low jump," it is intentionally set at a lower level to accommodate riders and horses who may be less experienced.
- Refer Jump Height cart for maximum height for levels.

Ride Through or Under Bush - L3-L6
- This obstacle tests the rider's and horse's ability to navigate dense vegetation or obstacles found in natural terrain.
- This may involve pushing through underbrush, riding over fallen logs, or navigating narrow paths through thick foliage.

Roll Backs - L3-L6
- a maneuver commonly done at a lope where a rider and their horse perform a quick and controlled change of direction, often involving a 180-degree turn on the horses tracks. The obstacle involves a designated point or marker that riders and their horses must approach and perform a roll back/s.
- Typically a Roll Back should be at least 12ft off the wall/course edge.

Rope - Barrel, Dummy - L3-L6
- typically involves riders demonstrating their roping skills by accurately lassoing or roping a stationary barrel or dummy. The goal is to simulate cattle roping maneuvers and test the rider's ability to throw and secure a rope with precision while on horseback. Good rope skills is required and correct dally if the obstacle is caught.

Rope and Lope - L4-L6
- Riders will approach the barrel at a good pace, throw a lasso or rope around the barrel, the rider then is to guide the horse around the barrel in tight circles gradually winding the rope up the barrel until they are at the end of the rope. The rider then moves onto the next obstacle.

Rope Cow - See Cow Rope

Stand in Saddle - L5-L6
- In this obstacle, the rider is required to stand up in the saddle. A rider can be asked to touch an object, ring a bell, hit a ball. This maneuver showcases the rider's ability to maintain balance and control while performing a physically demanding task.

Send Around - L3-L6
- typically requires the rider to dismount from their horse, guide the horse around a designated obstacle, and then remount the horse to continue the course. The rider can be asked to send their horse in one or both ways with a change of direction.

Serpentine - L2-L6
- involves riders guiding their horses through a pattern that resembles a series of smooth, curved, and often looping turns
- The serpentine pattern consists of a series of closely spaced, curving turns arranged in a continuous line, resembling the shape of a snake's path (hence the name "serpentine"). The turns may vary in size and spacing

Side Pass - Standard - L2-L6
- This obstacle tests a horse's and rider's ability to perform a lateral movement known as "side passing." In a side pass, the horse moves sideways, typically to the left or right, without moving forward or backwards.

Side Pass - Elevated - L4-L6
- This obstacle tests a horse's and rider's ability to perform a lateral movement known as "side passing." This is executed over some form of elevation . In a side pass, the horse moves sideways, typically to the left or right, without moving forward or backwards. The elevated obstacle typically can be made of a narrow bridge, cones, plants, half barrels.

Sounds - L1-L6
- Ring a Bell, Shake a Milk bottle Filled with items, Megaphone, Horn.

Spins - L4-L6
- The spin is a rotational movement where the horse pivots around its hindquarters while maintaining a consistent lead. It's characterized by a series of small, rapid steps taken

by the horse while turning in place. Spins are highly coordinated, require advanced horsemanship skills, and are often used to demonstrate the horse's agility and responsiveness to the rider's cues.
- The rider will be required to complete a set number of spins in one or both directions.

Stop - L3-L6
- refers to an obstacle or component within the course that requires the rider and horse to come to a controlled stop and then continue on. This challenge assesses the horse's ability to stop promptly and the rider's skill in maintaining control during the stop and subsequent departure.

Tarp - L3-L6
- is an obstacle that involves horses and riders encountering a tarpaulin or plastic tarp. This challenge tests the horse's and rider's ability to approach, step on, or interact with the tarp in a controlled and confident manner.

Transitions - L1-L6
- refers to an obstacle or segment of the course that focuses on transitions between different gaits or movements while riding, Common transitions include walking to trotting, trotting to cantering, or coming to a complete stop.

Turns on the Fence - Ref Doubles on Fence

Water Box - L1-L6
- is an obstacle that features a box or designated area filled with water. This challenge tests a horse's and rider's confidence and willingness to approach, step into, and navigate through water. Riders to guide their horses to approach, step into, and navigate through the water-filled box in a controlled and confident manner.
- Water box can be empty for lower level obstacle course.

Water Crossing - L3-L6
- Different to the Water box the Water Crossing refers to a specific part of the course or trail where riders and their horses are required to navigate through a body of water. This could be a creek, river, pond, or any other water feature.

12.3. Unacceptable Obstacles
  12.3.1. Straddle an object - Length Wise

12.4. Jumping Height Chart
  12.4.1. Maximum jump height for obstacle all levels listed below. *Height is calculated at the centre and top of the jump pole or object*
- Level 1 - Ride Over Height Ground Pole only
- Level 2 - Ride Over Height 8"
- Level 3 - 12"
- Level 4 - 16"
- Level 5 - 20"
- Level 6 - 25"

12.5. New Obstacle Approval
  12.5.1. Should a member in good standing or affiliate have a request to have a new suggested obstacle approved and added to the approved obstacle list, this request ist to be submitted in writing with pictures and details sent in writing to the board for review. This can be sent through the affiliate or Regional Country Association.

Rules printed herein are subject to amendments and annual updates.

13.JUDGES & JUDGING

13.1.Judges Application Procedure & Requirements

13.1.1. An application to become a judge may be obtained from the Association.

13.1.2. And upon passing all testing requirements as set forth by the board. The final decision is made by the board and on approval he/she will have their name added to the Judges list.

13.1.3. The applicant must be at least twenty-one (21) years of age and be a member in good standing of the Association prior to applying for approval as a judge.

13.1.4. Approved Judges must be NCCA Members.

13.1.5. The board will review any recommend judges, prior to the judge applying.

13.1.6. Judges Application Consists of:

13.1.7. A series of questions in a test format - The Applicant will be required to pass the written test with a score of 90% and above.

13.1.8. A Video Assessment - The Applicant will be required to pass the video with a score of 80% and above on each assessment.

13.1.9. Compulsory Time Spent Scribing

13.1.10. A Judging Test Fee of $50 will apply.

13.1.11. Approved Judges will receive a copy of the current NCCA Rule Book in pdf format and access to their Official Judges passport online to log all completed judging events and a Judges Card.

13.1.12. Being an Approved NCCA judge is a privilege not a right, bestowed by the NCCA Board of Directors according to all procedures outlined above. This privilege shall be open to individuals whose equine experience and expertise, as well as personal character, merits the honour. An individual's conduct as a member, exhibitor, and judge, and his or her ability must be exemplary.

13.1.13. An individual's conduct will be subjected to continuous committee and board review.

13.2. Judges Rules & Code of Conduct

13.2.1. A Judge Should represent themselves in a professional manner at all times. Equine Knowledge, personal character, integrity, experience and interest of the Western Challenge Horse are all qualities of a good judge.

13.2.2. A Judge must dress in an appropriate, professional Manner (Good Hat, Pressed Clothing, Jacket and Tie when warranted), at all times while judging representing the NCCA.

13.2.3. A Judge should not compete in the same competition they are judging.

13.2.4. A judge should refrain from placing themselves in a position which gives the appearance that a conflict of interest exists. A judge should judge with a positive attitude.

13.2.5. NCCA Judges should base all judgment on the appropriate rules of the NCCA as they are found in the current NCCA rule book.

13.2.6. A Judge must hold a current membership of NCCA. A membership is deemed expired if renewal payment is not paid within 1 month of expiration. A Judge that has not paid their dues within 6 months of the renewal date will be removed from the list of approved judges, and will be required to undergo full testing procedures to be reinstated. Judges will be prohibited from officiating any NCCA approved show, if their membership is expired.

13.2.7. If a NCCA Judge does not hold a current membership and accepts a job as an NCCA judge he/she will be fined $150 and must pay the membership fee.

13.2.8. After Accepting a judging position, the judge shall endeavour with all reasonable effort to judge the show. If the judge is not able to attend, then he/she should notify show management immediately, to allow show management time to find a suitable replacement, Additionally the judge is required to contact the NCCA Board, with an explanation as to why they could not fulfil their obligation.

13.2.9. A Judge must be punctual and professional in the fulfilment of all contractual obligations with show management.

13.2.10. A Judge is required to advise show management on arrival at the venue.

13.2.11. Judges should work with each other, show management and event officials in a constructive and cooperative manner exhibiting respect and courtesy for colleagues at all times.

13.2.12. A Judge is to sign a judges contract provide by clubs employing them for events.

13.2.13. Judges must attend a Seminar hosted by NCCA once in every 3 year period.

13.2.14. A judge will be required to sit a refresher test every two (2) years with a renewal test fee is $30

13.2.15. A judge of questionable conduct or judging record can be asked to attend a Judging seminar and/or retest at any time if it is deemed by the Judges committee or Director of Judges.

13.3. Judge Rating System

13.3.1. Judges will be classified based on experience and judging record with the following classification system.

13.3.2. "AAA" or Level 3 - An AAA Rated judge may judge any NCCA event. AAA Rating is the highest rating and may be achieved by judging any major event where a Board Member is in attendance and then recommends to the NCCA board that the judge is qualified to become an AAA judge. A judge can also be promoted to a AAA position after a series of tests to be administered by the Board. Knowledge through judging experience is also required to obtain the AAA rating, at which point The judges committee shall recommend to the NCCA board for the assignment of the AAA Status.

13.3.3. "AA" or Level 2 - An AA Judge may judge any NCCA event - a judge can be promoted to an AAA judge, after a series of tests and judging experience. This then is assessed by the judges committee and recommended to the board.

13.3.4. "A" or Level 1 - An A Judge is an entry level judge and may judge any NCCA event other than major National and World shows. A Level judges are permitted to judge National or World events alongside an AA or AAA level judge. After judging a minimum of 5 NCCA events as an A rated judge including a large category show, as well as scribing for a AAA rated judge, then said judge can then apply for AA rating, a series of tests will apply, this is then assessed by the judges committee and recommended to the board.

13.4. Judges Payment Scale

Fixed minimum but not limited judging fees apply to each level of Judge

13.4.1. "A" - Shall received a minimum of $200 per day

13.4.2. "AA" - Shall receive a minimum of $300 per day

13.4.3. "AAA" - Shall receive a minimum of $400 per day

13.5. Discipline

13.5.1. Upon receipt of information that may adversely affect a person's ability to be a judge, the NCCA Board reserves the right to temporarily suspend a judge's privileges pending a hearing before the board. In the event the board votes to have a hearing on an issue concerning a judge, the hearing and scheduling shall be conducted in accordance with the disciplinary procedures set for the NCCA Rulebook.

13.5.2. The NCCA Board shall have the power to suspend an individual's qualification as an NCCA judge and/or to impose whatever the Board determines to be an appropriate penalty for conduct which may adversely affect an individual's qualification and rating as an approved NCCA Judge.

13.5.3. In the event that it is determined that a hearing is required, the accused may appear, with or without counsel and present any evidence on his/her behalf, as well as to confront the evidence presented against him/her.

13.5.4. If the board decides that disciplinary action and/or penalty is appropriate, or is required, the Committee shall have the power to enforce any penalty.

13.5.5. The accused shall have the right to appeal the decision of the Board of Directors.

13.5.6. Any appeal must be filed in writing with the NCCA office within ten (10) days of receiving the Committee's written statement of findings, facts and conclusions. In the event no appeal is filed the decision of the Judges Committee shall become final.

13.5.7. If, however, an appeal is taken, the NCCA Board of Directors will schedule a hearing and conduct the same in compliance with the NCCA rulebook.

13.5.8. If an appeal is not filed, the Board of Directors, at their next meeting, shall then adopt the findings of the Judges Committee and the penalty imposed by the Judges Committee. The Board in turn may in addition to any penalty remove from the approved judges list. Ref. Discipline section in general rule book.

13.5.9. In the NCCA establishment period of 2/3 years a Judge can Judge family members. Reviewed annually based on available judges in locations worldwide.

13.6. Responsibilities of a Judge for a show

13.6.1. The judge(s) for the event must hold a current NCCA judges card.

13.6.2. The Judge(s) must be used for all classes at an approved show. Deviation from this rule must be pre approved by the NCCA board. It is acceptable to use a different judge(s) for different classes within an Approved NCCA show.

13.6.3. A judge must judge a complete class.

13.6.4. A judge is required to design the course for the show he/she is to be judging. An obstacle list is to be provided to show Management 1 week prior to the show. A rough course map and obstacle list per division is to be provided to show management no less than 24 hours prior to the event.

13.6.5. A judge is to give credit where credit is due

13.7. Course Requirement Guidelines

13.7.1. A course must not contain more than 2 Roping elements this includes roping obstacles & drag obstacles

13.7.2. A course must have no more than one Accelerated Ride.

13.7.3. A course must have not more than 2 jump obstacles

13.7.4. A course must contain at least one technical maneuver

13.7.5. A course must not contain more than one required dismount

13.7.6. A walk through can be combined for classes consisting of the same course

13.8. Scribe

13.8.1. A Scribe for any NCCA event must have previously sat an induction to ensure scribe clearly interprets the score sheet and scoring system of the NCCA, to best assist our judges.

13.8.2. A Scribe must be over 18 years old.

13.8.3. A Scribe must present themselves professionally, dressed in appropriate clothing (Good Hat, Pressed Attire).

13.8.4. A Scribe must be punctual to all scribing duties and courteous to the Judge and show management.

13.8.5. A Scribe must scribe a complete class.

13.8.6. A Scribe must have completed a scribe induction.

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