



QWCHC Cut Out Guidelines:

1. Three round Buckle Series.
2. To be eligible for the Buckle – competitor must compete in all three rounds on **same** horse.
3. One horse / one rider, one run per horse per round.
4. Aggregate scoring over the Series.
5. Categories: Open Male, Open Female, Junior (17 years and under as at 1st round of buckle series).
6. Limit of 90 competitors per round.

Objective

- The aim of the competition is to cut a beast from a small mob in the camp, moving their horse among the cattle quietly and bring the chosen beast to a gate at the other end (front) of the (camp) yard, for a short time blocking the beast two or three times preventing it from returning to the mob. When the competitor feels that control of the beast has been demonstrated to the Judge, they call for the gate to be opened.

Rules

- Maximum cut-out points is 26.
- The number of cattle in the camp will be left to the discretion of the Judge.
- When required, a run-off will be used to decide placings where 2 or more competitors finish the competition on the same score.

Judging

The Judge's decision shall be final

- The Judge should order the removal from the camp of unsound or distressed cattle, or cattle that may interfere with the competitor's cut-out and immediately replace the same number, with sound cattle.
- The competitor must not 'try out' or work a beast until instructed by the Judge to commence the cut-out.
- Once a competitor starts to work a head of stock, they accept it as sound.
- Disputes over foul-ups at the cut-out gate will be settled by the Judge.
- In the event of the beast breaking out of the face of the camp before the competitor call for the gate, they must follow it. If the Judge considers the competitor has been unduly disadvantaged and has not significantly contributed to the breakout, a re-run may be awarded.
- In the case of a breakout of cattle from the camp, the number of replacement cattle is equal to the number of breakout cattle.
- A cut-out is not complete until both beast and rider have exited the camp through the front gate.

Disqualification

A competitor will be disqualified for:

- Losing a beast twice into the cattle, or at the discretion of the Judge losing control of the beast for the second time.
- Unnecessary delay while selecting a beast.

- Changing beast after being clear of the cattle.



Disqualification continued...

- Calling for the gate with more than one beast in front of the horse and subsequently taking more than one beast out of the camp.
- Turning tail to the beast. A tail turn is a turn executed by a horse in the opposite direction of the beast's line.
- Badly hocking a beast or running up its rump.
- A fall off the horse or rider causing loss of control.
- Ill-treating either the beast or horse.
- Refusal to compete on sound available stock.
- Not being present on the third call.
- Horse bucking or rearing out of control.
- Excessive or harsh use of a bit or spurs. No whip may be used.
- Competitor is not considered to be in safe control of their horse.

Dress

- Competitors must wear a western style hat (**not** cap) or safety helmet, boots, collared full buttoned long sleeve shirt and long trousers/jeans, in competition at all times. Junior competitors (17 years and under as at first round of buckle series) must wear an approved helmet at all times.
- Competitors must be neat and presentable.
- No head checks or rings or tie downs to be used in the arena. Reins must be of the split type.