



AUSTRALIA'S GREATEST HORSEWOMAN EVENT GUIDELINES

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Consisting of 3 preliminary rounds

Reining (NRHA rules apply)- reining pattern consisting of lead changes, sliding stops, spins, rolls back & fast/slow circles

Cutting (NCHA rules apply)- riders have two and half minutes to work two or three beasts and keep them from returning to the herd.

Obstacle Challenge (EXCA rules apply)- will consist of 13 obstacles in a specified order. As well as physical obstacles the horse and rider will be asked to perform certain manoeuvres such as a lead change, roll back, spin & a sliding stop. Obstacle rating up to 6R

The Top Ten finalists will enter a clean slate final

Top 3 For Junior Division

Working CowHorse (ARCHA rules apply)- riders will perform a reining pattern, the horse is then required to hold a beast on the end of the arena, make at least one turn each direction along the fence, and circle the cow both directions.

Riders must complete all phases of AGHW on the same horse and in the same saddle/bridle.

Riders are permitted to ride either two handed in a snaffle/hackamore or one handed in a bridle. Riders opting to ride one handed may ride in split reins for all sections except working cow horse, where Rommel reins must be used.

Nose bands, tie downs, Martingales and such gear is not permitted.

Whichever bridle set up the rider starts in, she must complete ALL events in.

A gear check will be conducted at the commencement of the competition.

COWGIRL UP CHALLENGE

(EXCA rules apply)

One prelim round - will consist of 13 obstacles in a specified order. As well as physical obstacles the horse and rider will be asked to perform certain manoeuvres such as a lead change, roll back, spin & a sliding stop.

Obstacle Rating up to 6R

The Top Ten riders from the preliminary round (Top 3 For Junior Division)

will advance to a clean slate final held in the evening.

This event will be a real test of horse and rider.

Combining similar elements from the first round, but incorporating a higher degree of difficulty plus the added atmosphere which will include lighting & sound effects. Riders are permitted to ride either two handed in a snaffle/hackamore or one handed in a bridle. Nose bands, tie downs, Martingales and such gear is not permitted.

HORSEWOMAN'S TOUCH COLT START

Three horsewoman will select a young unstarted horse to work with from a group of 6 horses.

Each trainer will have Three 2 hour sessions to start the horse under saddle using their own unique training style.

These sessions will be over three consecutive days.

Trainers will have to ensure the horse receives a certain amount of breaks during their allocated time (break times will be specified in complete rules).

This is equal part competition as it is an educational display.