

SCA JUDGE'S MANUAL



August 2025

Contents

SCA Judges Pathway	3
Judges Responsibilities	5
Scoring	6
Judging the cut-out	
Concepts	7
Rules: Animal Welfare	7
Rules: Interrupting a cut-out	8
Rules: Cattle Breaking Camp	8
Rules: Disqualifications	8
Judging the outside run	
Concepts	9
Rules: Missed/Split Pegs	9
Rules: The Gate	10
Rules: Animal Welfare & Competitor Safety	11
Other Rules and Disqualifications	11
General Rules	
Dress and Saddlery – NCCA Rules	12
Dress and Saddlery – SCA Rules	13
Insufficient full scores	14
Code of conduct for the care and treatment of campdraft livestock	15
Resources & Contacts	16

Spare Course Diagrams for attendee notes on last page

SCA Judges Procedure Outline

This pathway details the process and training requirements to be added to and to remain on the SCA judges list.

All judges on the SCA judges list must be a current financial member of the SCA.

DEFINITIONS

Prospective Judge: A person who has identified that they would like to commence judging campdraft competitions in the SCA.

Trial Judge: A person who has completed the minimum training requirement to be added to the SCA judges list as detailed below. A Trial judge may judge a Maiden, Novice or Ladies event and may elect to have an open judge sit with them to assist if they so desire. A Trial judge may also judge an Encouragement, Junior or Juvenile event however in this circumstance the Judges Panel strongly recommends the judge have an Open judge sit with them to assist. **A trial judge may also under exceptional circumstances and when approved by the Judges Panel judge an open draft.**

Open Judge: A judge who has completed the training requirements to be upgraded from Trial to 'Open' status on the judges list as detailed below. An Open judge can judge any campdraft competition in the SCA.

PATHWAYS

Pathway from Prospective Judge to Trial Judge

A potential judge must have completed the following to be added to the SCA judges list as a Trial judge:

- Have attended an SCA Judges Forum – Completing the following:
 - Be over 18 when attending the Judges School
 - Participate in review of the SCA rules and a judge's responsibilities
 - Score video runs in a classroom situation
 - Complete Judges Assessment and Achieve a pass mark of 45/50
 - Nominate a panel approved mentor – must be a current, SCA Open judge
 - Submit a completed, signed Prospective Judges Consent Form A
- Can sit on a horse and crack whip. (Exceptions may be approved by panel/board)
- Have ghost judged runs at campdraft events with a nominated panel mentor until mentor is satisfied that rule interpretation and scoring is to a satisfactory level to be added to the judging list.
- Submit a completed Prospective Judges Assessment Form B signed by a Judges Panel member or a Panel approved Open Judge.

Pathway from Trial Judge to Open Judge

A trial judge must complete the following minimum requirements to be upgraded to an open judge on the SCA judges list:

- Judge a minimum of 5 events (not including Encouragement & Junior/Juvenile events)
- Complete a Trial Judge Application for Assessment Form to become an open judge

- Undertake and pass assessment while judging an event with no less than thirty outside runs. Assessment to be completed by 2 panel members or a panel member and a panel approved Open judge.

To remain an SCA Judge

To remain on the SCA judges list an SCA judge's forum refresher course must be completed every 2 years for Prospective & Trial Judges and every 3 years for Open Judges.

As an SCA judge you....

- Are responsible for being up-to-date with the current SCA rule book.
- Are a representative of the SCA and should endeavour to apply the rules, be consistent in both scoring and discretion and score in a reasonable and practical manner to conform to an acceptable standard.
- Are ultimately responsible for seeing that the draft runs to its full potential.
- Are to oversee the welfare of the animals in the draft and for ensuring the safety of competitors.
- Have the right of crowd control where necessary to ensure equal and maximum opportunity for all competitors

Judges Responsibilities

Responsibilities prior to commencing event:

- On a regular basis familiarize yourself with the most recent SCA rule book
- Allow sufficient time to review ground and proceedings prior to judging
- Ensure the arena surface & grounds allow for safe drafting
- Ensure first aid is in attendance
- Ensure office and timekeeper are organized and understand that time starts when the butt of the HORSE'S tail leaves the camp.
- Course Setting

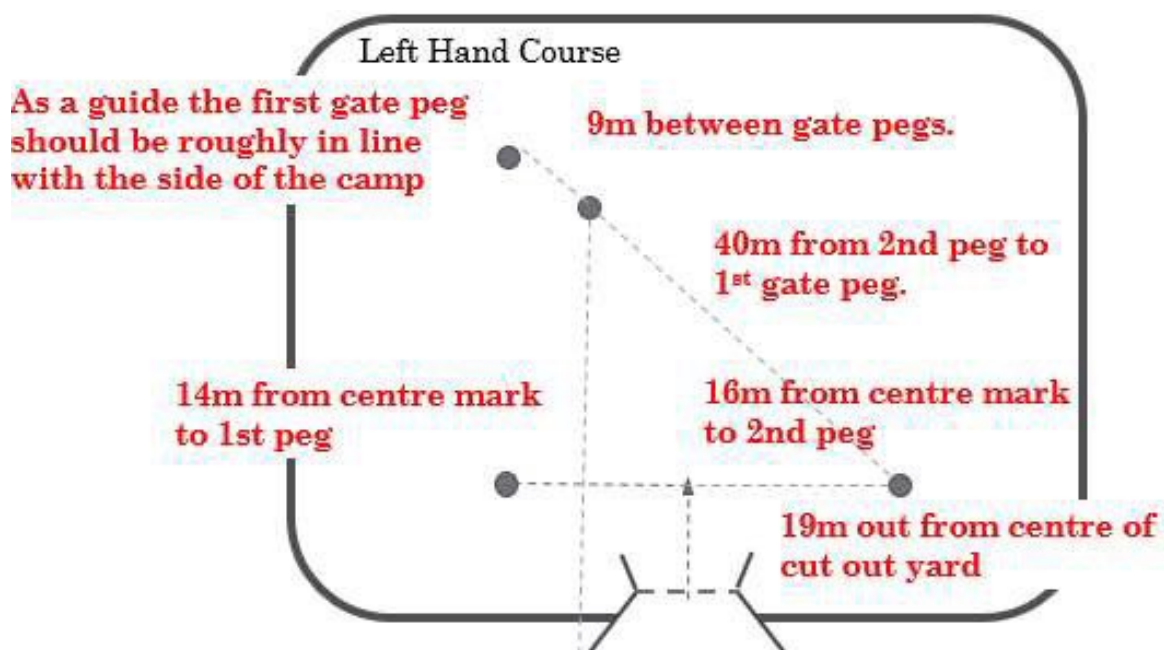
When selecting a Campdraft course, the Judge should try to set a course, which will allow competitors to compete in an attacking and attractive manner. Under no circumstances should a Judge attempt to set a hard or difficult course.

Consider the cattle size, type, condition and temperament. Be aware of the size, shape and condition of arena. Ask for advice and observe how prior events and cattle have been running.

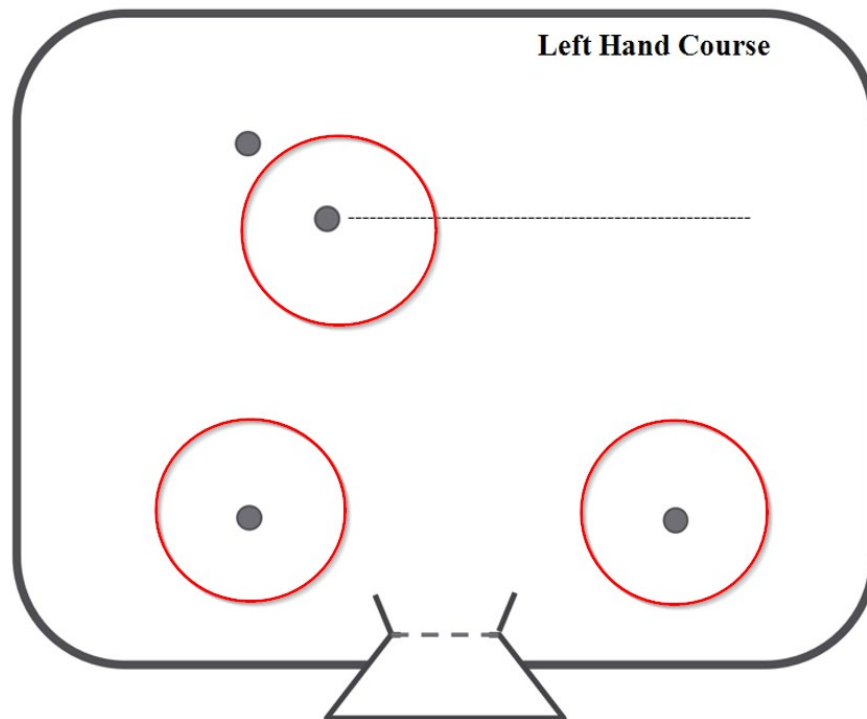
Course Measurements:

The below course measurements are the minimum distance requirements. It is recommended the gate be set to a width of 10-15m if possible.

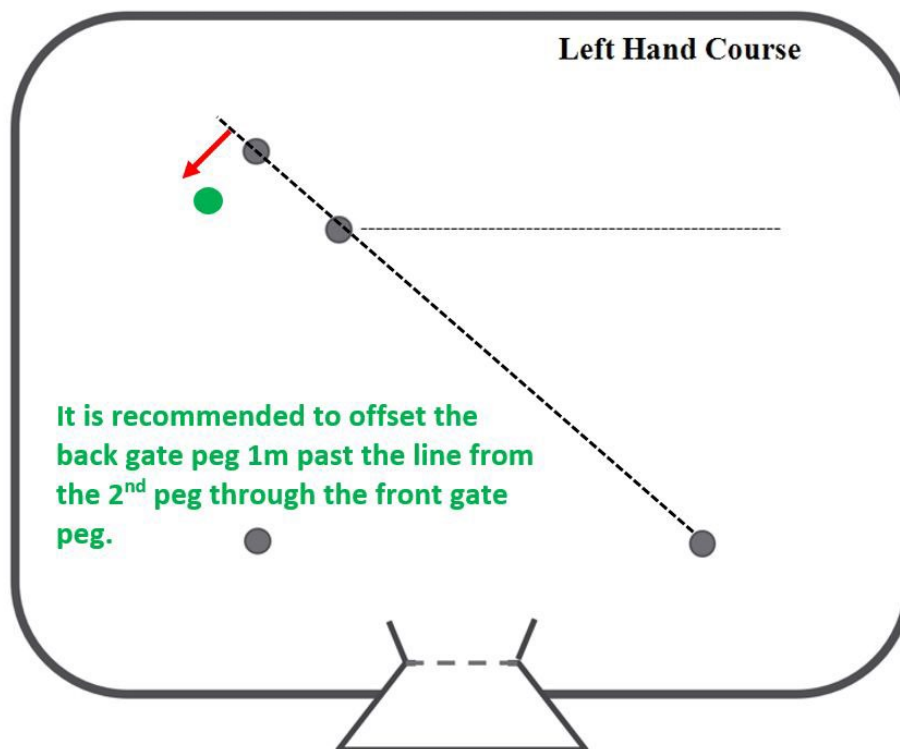
SCA Rulebook, Section C, Rule 5: The course shall be set as near as possible to the following dimensions as arena conditions permit. The minimum distance for the course size is as follows for a left hand course:



Set a course to achieve a run consisting of 3 neat circles



It is recommended to offset the back gate peg 1m to encourage 3 neat and tidy circles on the course.



- Take note of where the fence comes off the edge of the camp.
The track around the first peg (you are looking for a neat circle) should be approximately halfway between the peg and the arena fence
- Address competitors

All Judges should give an address over the PA system prior to the commencement of a draft. The address should be short and concise and should include:

- A Greeting
- Left or Right hand course
- Any peculiarities or changes to the course
- Number of cattle in the camp and format for changing cattle
- Yard clearing or spelling procedures are to be specified at the beginning of the draft
- Competitor safety and animal welfare
- Campdraft Cattle and Yard Procedures

Discuss with committee the number of cattle available prior to commencing the draft.

Ensure you are aware of any mob changes or cattle flushes planned by the committee so that it can be included in your address.

Decide in liaison with the committee what number of cattle you will have in the camp. (A minimum of five cattle must be provided in the camp yard at all times, excluding the Junior Draft, Junior cut-out, Juvenile and Encouragement Draft, unless prior approval is received from the Association and advertised 72 hours prior to event.)

Address the yardmen to communicate your preference for yard filling and flushing of stale or unsound cattle.

Communicate your requirements with front gatemen

Responsibilities During Draft:

- Ensuring Animal Welfare – Both Cattle and Horses
- Competitor Safety
- Crowd Control
- Turn back riders
- Abide by Judges Code of conduct:

CODE OF CONDUCT FOR JUDGES

1. Must be listed on the official S.C.A Judges List to be able to judge an SCA affiliated draft.

2. A judge should abide by the rules at all times.
3. A judge shall judge in accordance with the S.C.A's "Code of Conduct for the Care and Treatment of Campdraft Livestock."
4. A judge should conduct herself/himself in a manner fitting and proper to one afforded the honour of officiating at any SCA approved or sponsored contest.
5. A judge who has put their self forward to be a judge should make the effort to judge if approached.
6. A judge, who after accepting an assignment, fails to officiate without reasonable notice or reason, will be subject to removal from the Official list as well as disciplinary action.
7. A judge should appear at the grounds in good time to communicate with the committee, yardmen etc, and to note the setting out of yards etc. It is the ultimate responsibility of the judge to see the draft runs to its full potential. It is the judge's prerogative to dictate numbers of cattle in the camp and cattle handling procedures, but this should be done in consultation with the committee, taking into account normal practice for the area. The judge should have the right of crowd control where necessary to give equal and maximum opportunity to all competitors.
8. Judges should give an address to the competitors over the PA system.
9. A judge should dress in a manner befitting the position, bearing in mind that he/she is setting an example to contestants. The wearing of caps, sneakers, or t shirts is not permissible.
10. A judge will not present him/herself under the influence of alcohol or drugs.
11. Any misconduct on the part of the judge at any SCA contest, the use of abusive or bad language, showing favouritism to, or discrimination against, either an individual or a horse performing in the contest, or any other action unbecoming to one in this position, either on the grounds or elsewhere during the entire show, will make a judge subject to disciplinary action. Such judge may be disciplined, placed on probation or suspended from the SCA for an indefinite time.
12. A complaint against a judge must be submitted in writing to the Secretary of the SCA within 14 days of the campdraft taking place. Any such complaint shall set out the grounds of the complaint and the facts and circumstances relied on in support of those grounds, and be signed by at least 3 persons, who shall state their involvement in such draft — eg: SCA Director, SCA Judge, Competitor or Spectator.
13. A current judges list is available from the Secretary of the SCA on request.
14. Committees are encouraged to engage more than one judge for the full program, depending on nominations.

Scoring

The time limit for the course shall be 40 seconds commencing when the horse leaves the cut-out yard.

Maximum Points are:

Cut-out: 26

Horse work: 70

Course: 4 (1st peg= 2, 2nd peg= 1, Gate= 1)Total:100

The judge should terminate all rounds with a crack of the whip.

- Time starts when the HORSE leaves the camp. This is when the butt of the horse's tail has left the camp.
- The run concludes when both the beast and the horse have completely passed through the gate pegs.
- Note: If time elapses as the cow passes through the gate but the horse has not, this is not a completed run.

Rules

Judging General

NCCA rule 1.3 Maximum points are horse work 70 points, Cut Out 26 points, course 4 points, to give a total of 100 points. **Whole points must be used with the exception of cutout run offs or cutout shootouts. Effective 24th June 2025**

Judging the Cut-Out - Concepts

The Job Description: Select a beast, bring it to the front and take control of that beast.

- The judge should indicate verbally when he/she wishes the competitor to start and the competitor should acknowledge the judge
- Look for the ability of horse and rider to quietly and calmly take opportunities to separate the beast when they arise.
- Be aware of when a horse is in the correct position to control the beast
- Be aware of horse-work involved when a beast challenges a horse and it holds ground
- The exact number of panels back from the gate is not a precise indicator of the merit of a cut-out, be prepared to recognise and reward good horse-work, horsemanship and stockmanship.
- Have an average score in mind – e.g. 20 – so there is scope for greater variation in scores. Add

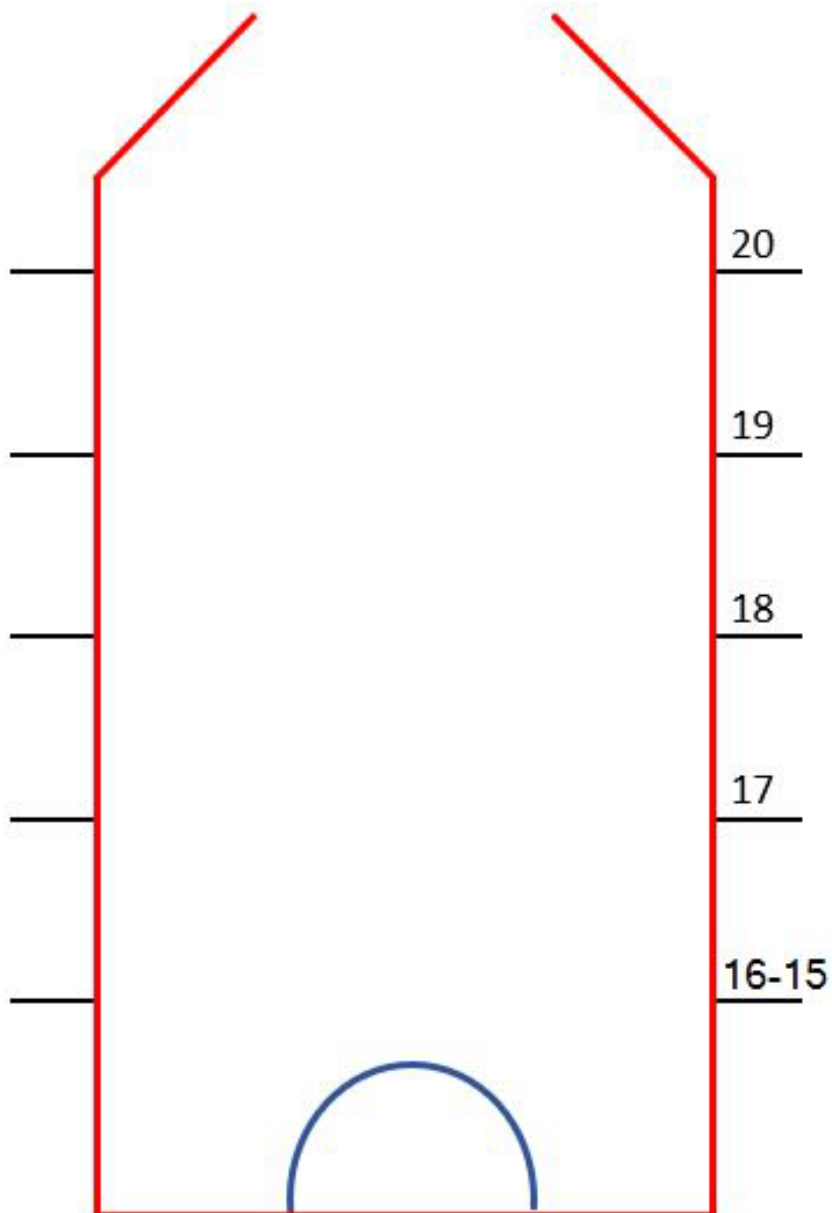
or subtract for good/bad work.

- Be prepared to have a good spread of scores between good and bad runs.
- Pay for good work.

Scoring in the camp

The following diagram shows a guideline for scoring based on position in the camp.

The concepts discussed above must also be considered.

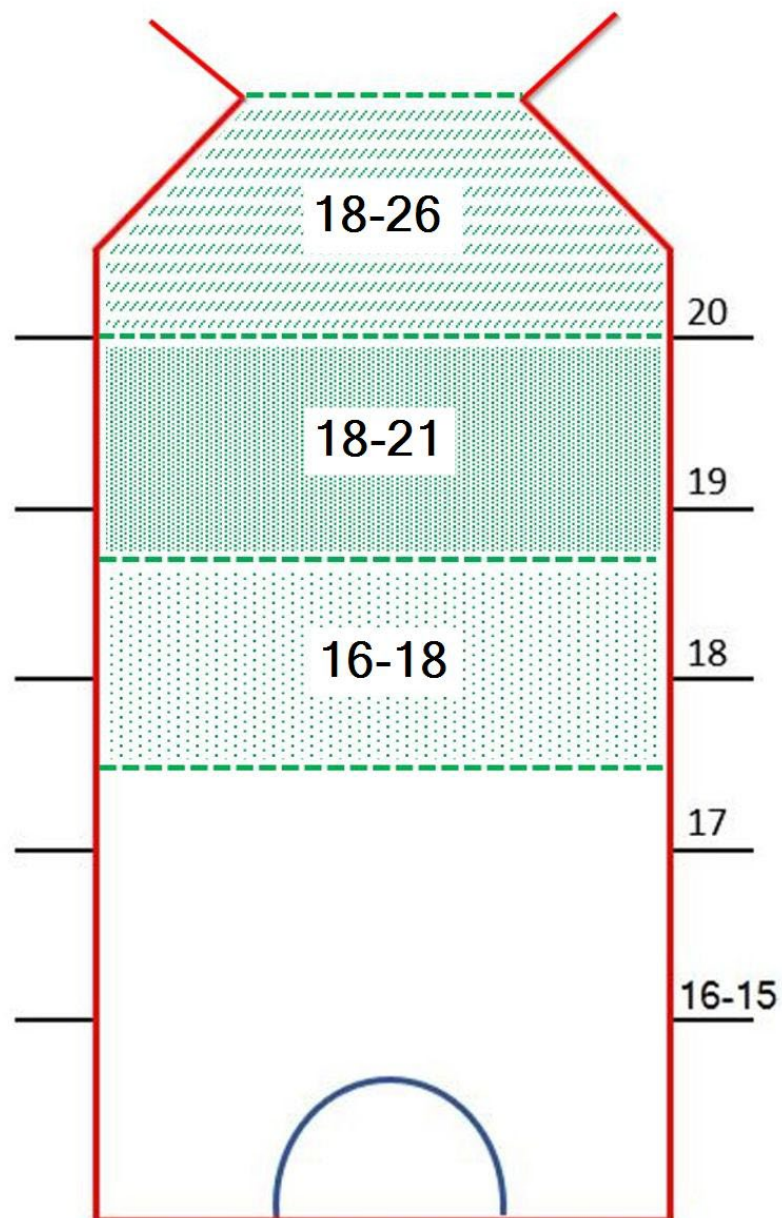


Scoring cutouts in different sections of the camp

The following diagram is a guideline of score ranges, taking into consideration *both* the quality of cut out and position in the camp.

As an example:

- A similar quality cutout at the back of the camp (at the score 18 line in the below diagram) cannot be scored the same as a similar quality cutout at the front of the camp (at the score 20 line in the below diagram).
- The position in the camp must also be taken into consideration.
- Therefore, the cutout at the back of the camp might be scored in the 16-18 range where the similar cutout at the front of the camp might score in the 18-26 range.



Drop backs in the camp

As a guideline a drop back in the camp should incur a penalty of 5 points.

- A cut out currently on a score of 23 would drop to 18
- A cut out currently on a score of 18 should drop back to 13
- The severity of the drop back should also be considered.

Rules

Animal Welfare

- 2.1 The Judge should order the removal from the camp of unsound or distressed cattle or cattle that may interfere with the competitor's cutout and immediately replace the same number, with sound cattle.
- 2.14 In the event of a beast being distressed, showing lameness or baling up and attempting to horn a horse, the judge shall terminate the cut-out. In this case no re-run will be awarded.
- 2.15 In the event of a beast exhibiting bleeding as a result of a competitor's actions, the judge will terminate the round and no re-run shall be awarded. Where a beast exhibits bleeding through no fault of the competitor, the judge has the discretion to award a re-run.

Interrupting a cut-out

- 2.4 If a Judge deems it necessary to interrupt a competitor's cut-out, a fresh beast may be selected if so desired; the original beast chosen must first be removed from the camp and replaced with a fresh beast with all previous faults carried forward.

Cattle Breaking Camp

- 2.7 In the event of the beast breaking out of the face of the camp before the competitor calls 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.
- 2.8 In the case of a breakout of cattle from the camp, the number of replacement cattle is to equal the number of breakout cattle.
- 2.9 Where a re-run is awarded in relation to rule 2.7 and 2.8 the competitor shall receive the lesser of the two cutout scores.
- 3.4 A competitor will be disqualified for 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.
- 2.13 In the event of a beast jumping out of the side or back of the camp where a re-run is required the competitor will start with the same amount of cattle with previous faults carried forward.

Disqualification

A competitor will be disqualified for:

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

3.3 Changing beast after being clear of the cattle.

3.4 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.

Judging the Outside Run -Concepts

- Create a distinct margin between fast attacking runs, slow and/or wideruns and runs where pegs are missed or mistakes made.
- Different Judges have different scoring methods, develop a method that suits you and become familiar with it.

Things to be aware of:

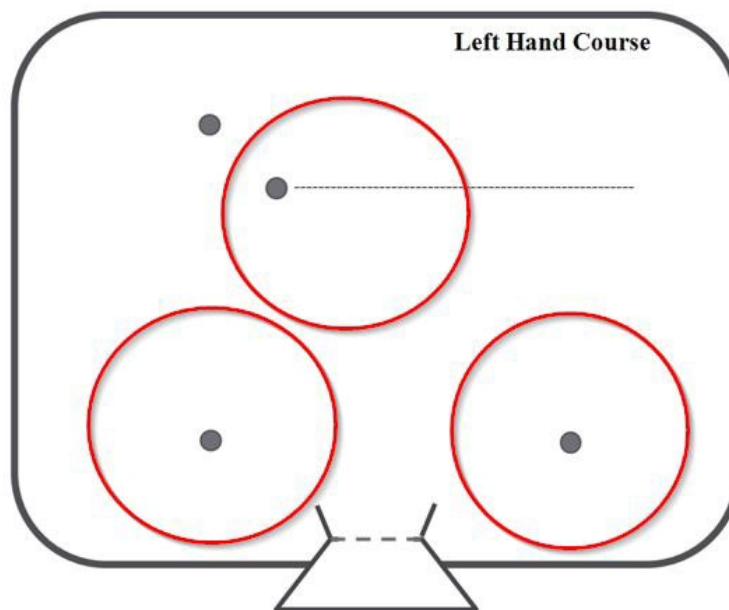
- Speed
- Degree of difficulty
- Doubling/missed pegs
- Ability of horse to remain in position and in control of the beast
- Horsemanship

Outside Run Scoring Guidelines

How do you score a run?

A run consisting of 3 neat circles at a medium to fast pace would generally be a 60/61.

If the run gets off track, then the aim is to get back onto the circle.



A run that jumps out of the gate, bends the beast and defends should be 61 or less.

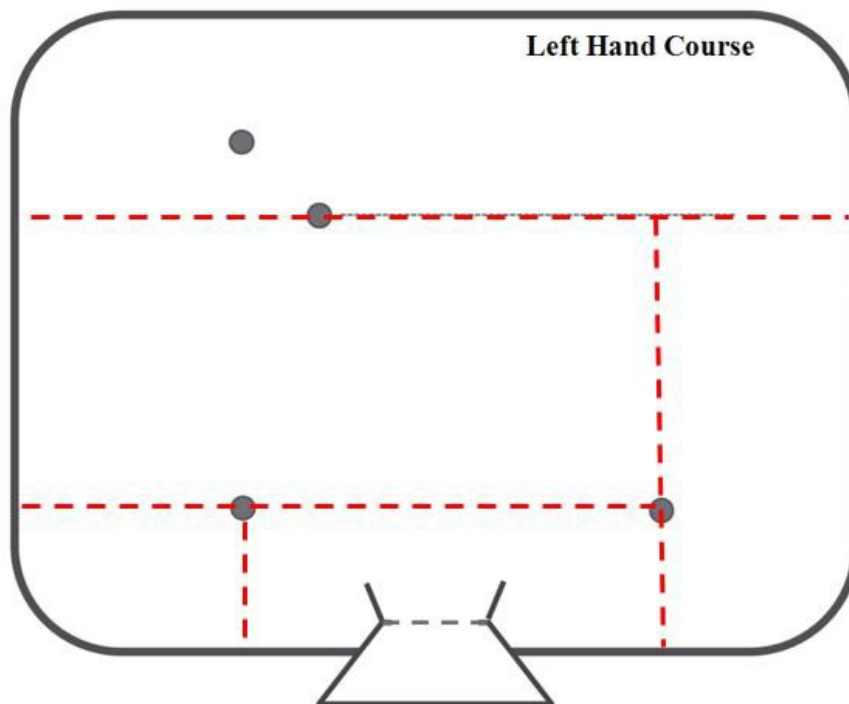
A run that jumps out of the gate, bends the beast and attacks should be 62 and up.

Course/Peg Boundaries

Boundaries will assist to determine when a competitor is on-course or when moving away from the objective.

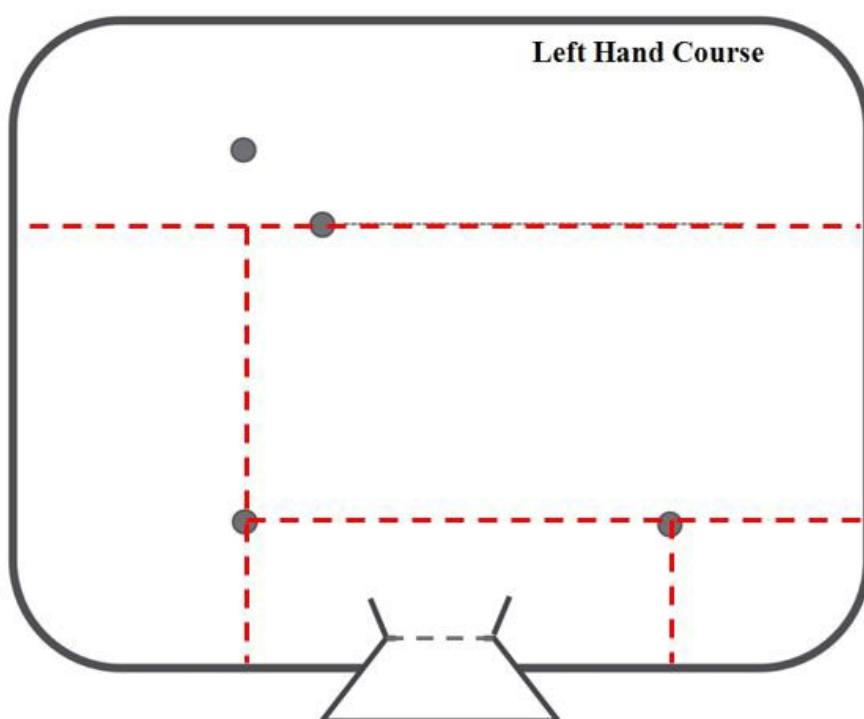
First peg boundaries – Left hand course

The boundaries around the first peg are there to be used as guidelines for when the beast has cut under the first peg and the competitor is turning the beast for a second attempt at the peg.



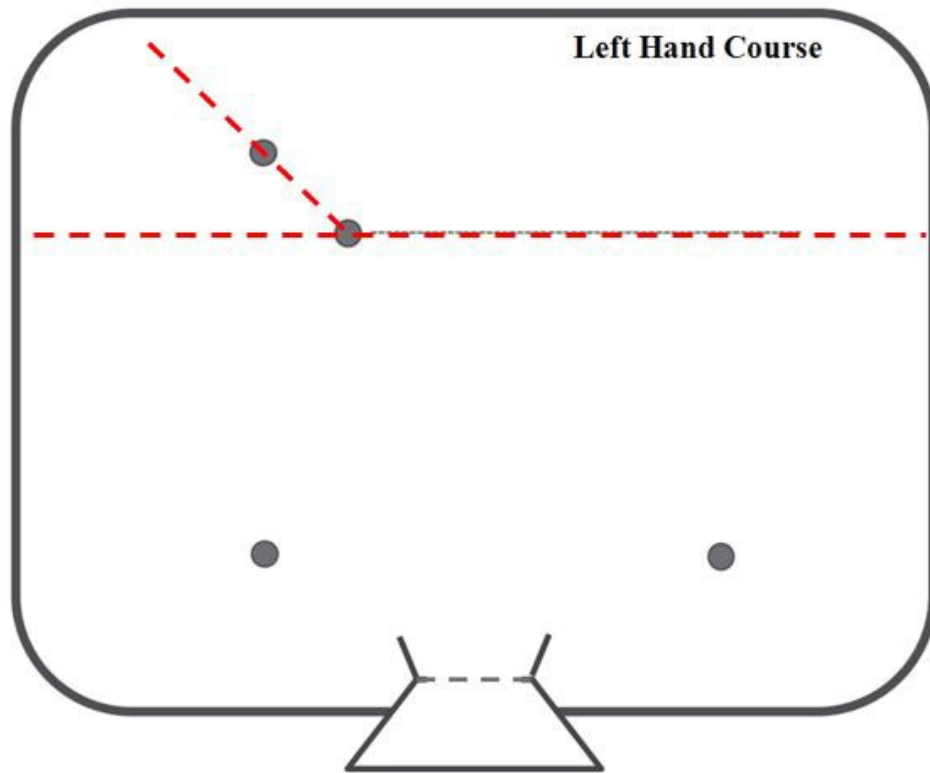
Second peg boundaries – Left hand course

The boundaries around the second peg are there to be used as guidelines for when the beast has cut under the second peg and the competitor is turning the beast for a second attempt at the peg.



Line through gate pegs – Left hand Course

The line through the gate pegs can be used to determine when a competitor has completed the course while still in control of their beast (but has missed the gate).



Missed/Split Pegs

As a guide 5-10 points should be deducted for a missed/split peg or not crossing the line of the gate. 3-6 points should be deducted for a missed gate.

Take into account the severity of the miss.

- e.g., a hard, fast run just missing the peg would be a deduction of 5 points however a slow run with a miss by a wide margin may incur a 10-point deduction.

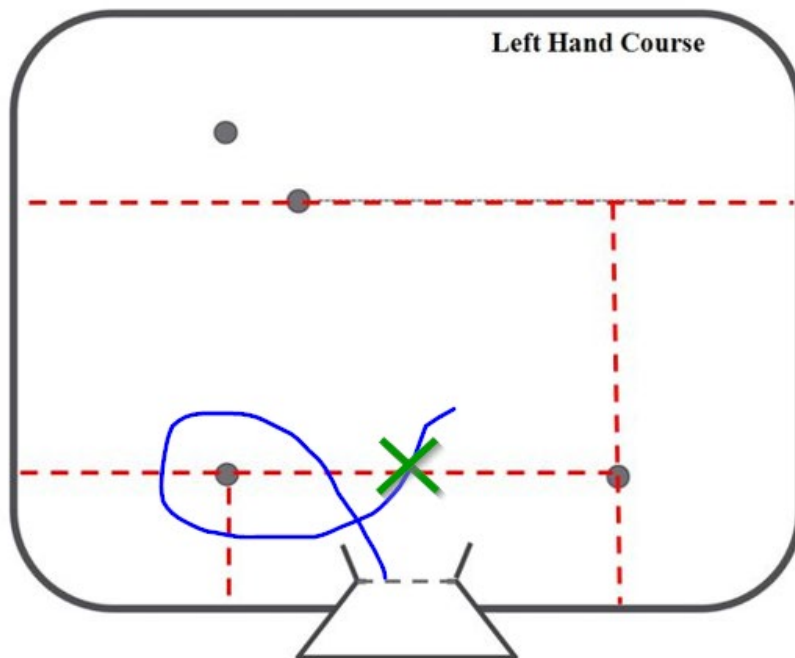
Rules

Missed/Split Pegs

5.1 A competitor will be disqualified for knocking down the first peg by either horse, rider or beast.

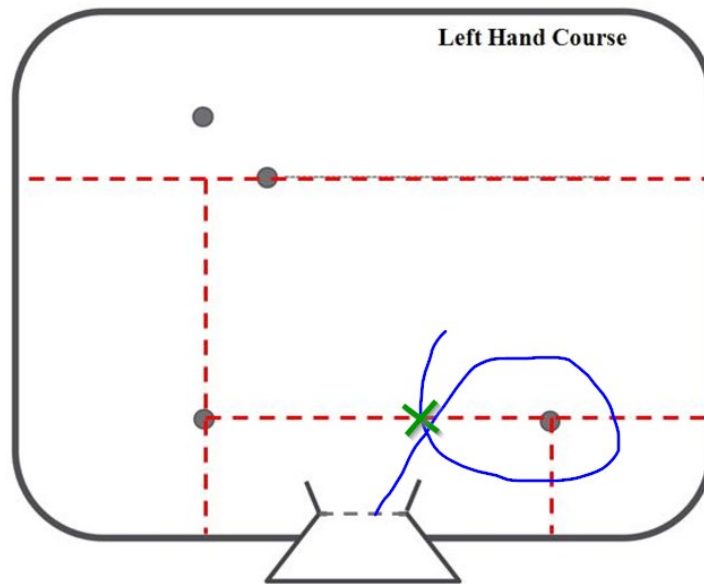
4.7 The first peg must be completed in order for the competitor to receive horse work points. The first peg is complete when the line between the first and second peg is re-crossed. If the first peg is knocked down the run is terminated, however if the second peg is knocked down by either horse, rider or beast the competitor shall go on to the gate and no course points will be allocated for the second peg or gate. If a gate peg is knocked down no gate points can be allocated.

First Peg: The green cross shows when the first peg has been completed:



4.7.1 The second peg is completed when the line between first and second peg is re-crossed by the beast, horse and rider.

Second Peg: The green cross shows when the second peg has been completed:

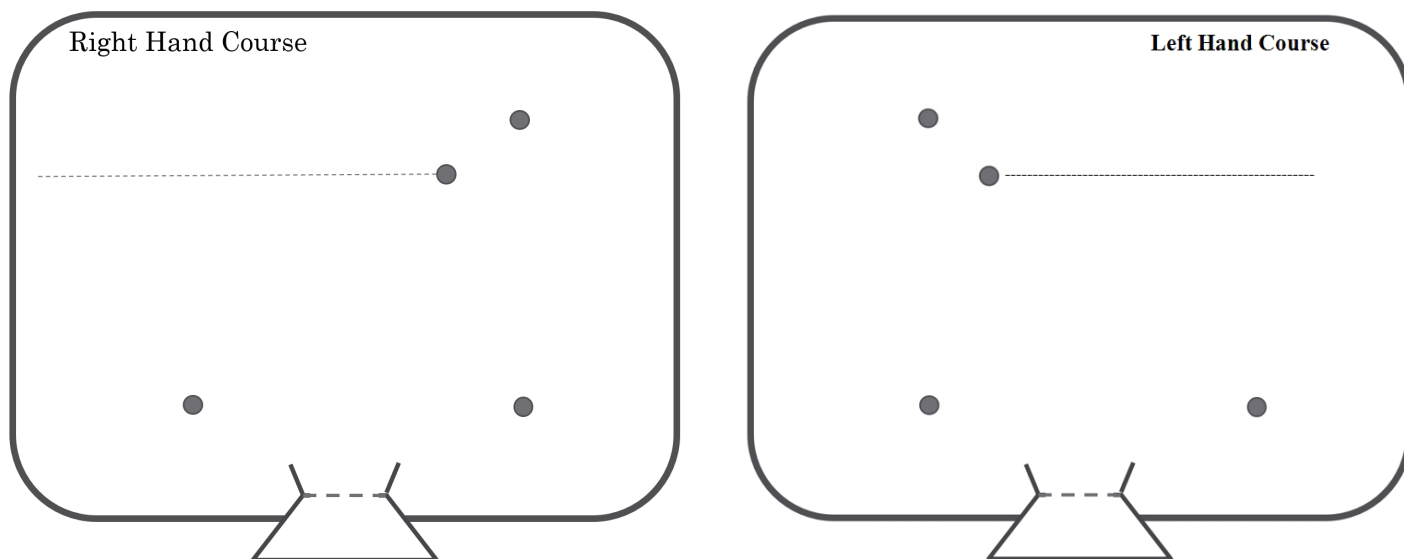


- 4.4 The competitor is allowed 2 attempts at any one objective.
- 4.5 A missed peg must be completed before attempting the next peg.
- 4.6 In the event of a split peg it will be classed as a missed peg and a competitor be allowed a second chance at the peg and, if successful, will be allocated points for the peg.
- 4.8 In the case of a deliberate knockdown peg or deliberate split peg the competitor will be disqualified.
- 5.5 A competitor will be disqualified for running a beast outside of the second peg before completing the first peg.

The Gate

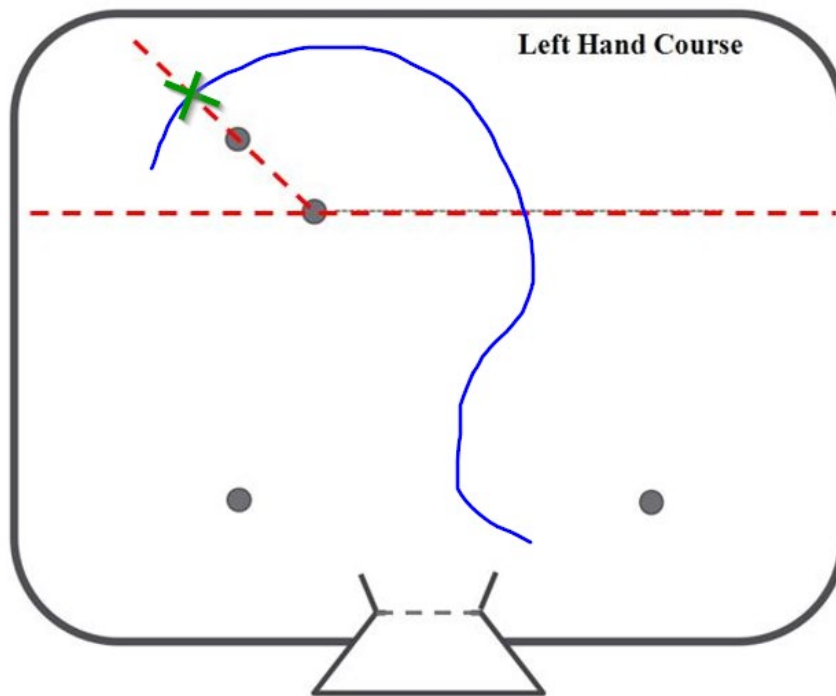
4.9 The line of the gate is a line parallel to the front of the camp, which passes through the left-hand peg of the gate for a right-hand course. At the Judge's discretion the gate may be offset.

Diagrams showing the line of the gate for a both a right-hand and a left-hand course.



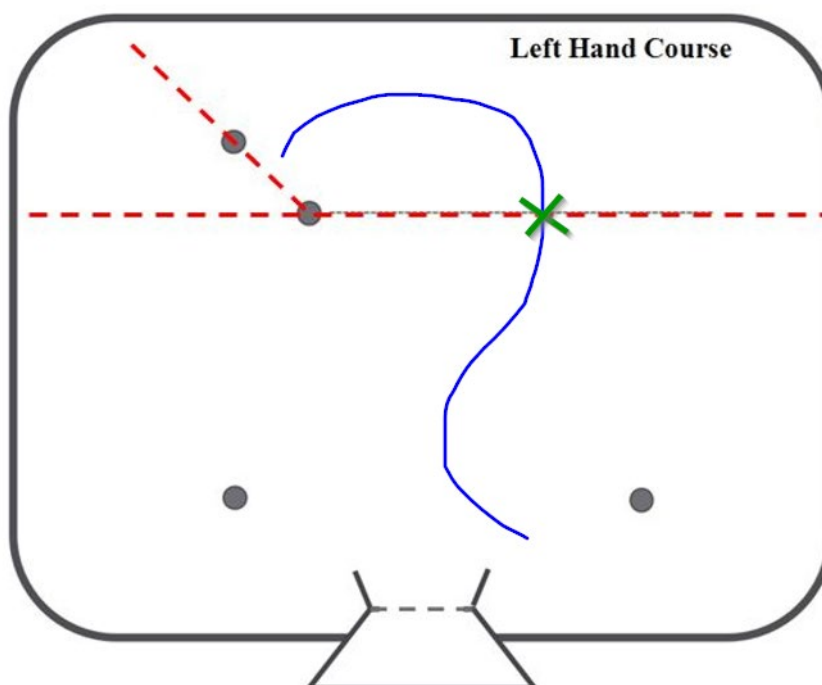
4.10 Only one attempt to complete the gate is allowed once the beast and competitor have crossed the line of the gate. If the attempt is unsuccessful the judge shall terminate the round and score the competitor, provided that in the opinion of the judge, the competitor has control of the beast.

Gate: The green cross shows when the competitor has completed the course while still in control of their beast (but has missed the gate).

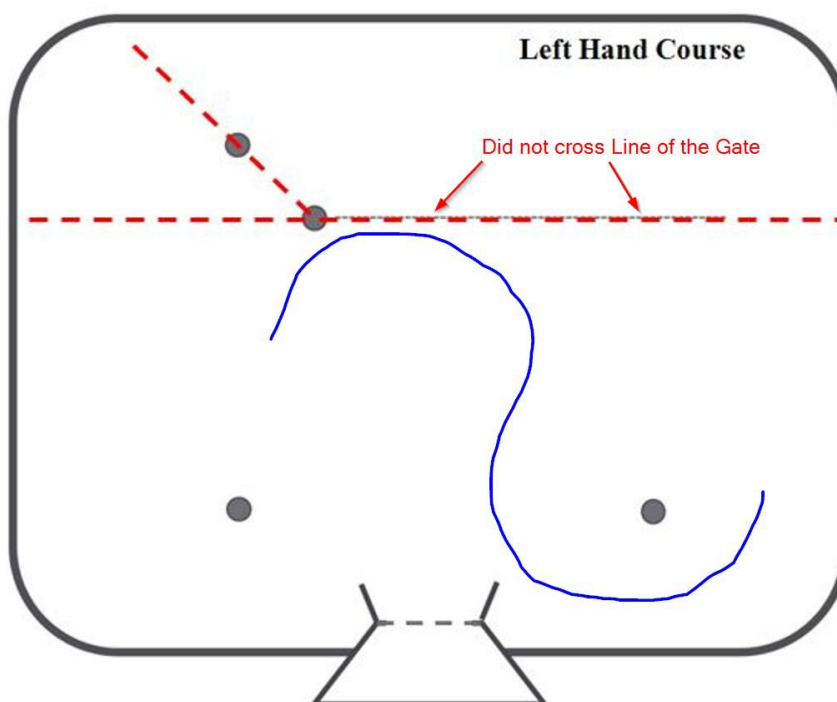


4.11 If beast and competitor fail to cross the line of the gate, a second attempt to cross the line of the gate is required. On the second attempt, the beast and competitor must cross the line of the gate to be scored (time permitting).

Line of the Gate: The green cross shows where the line of the gate has been crossed:

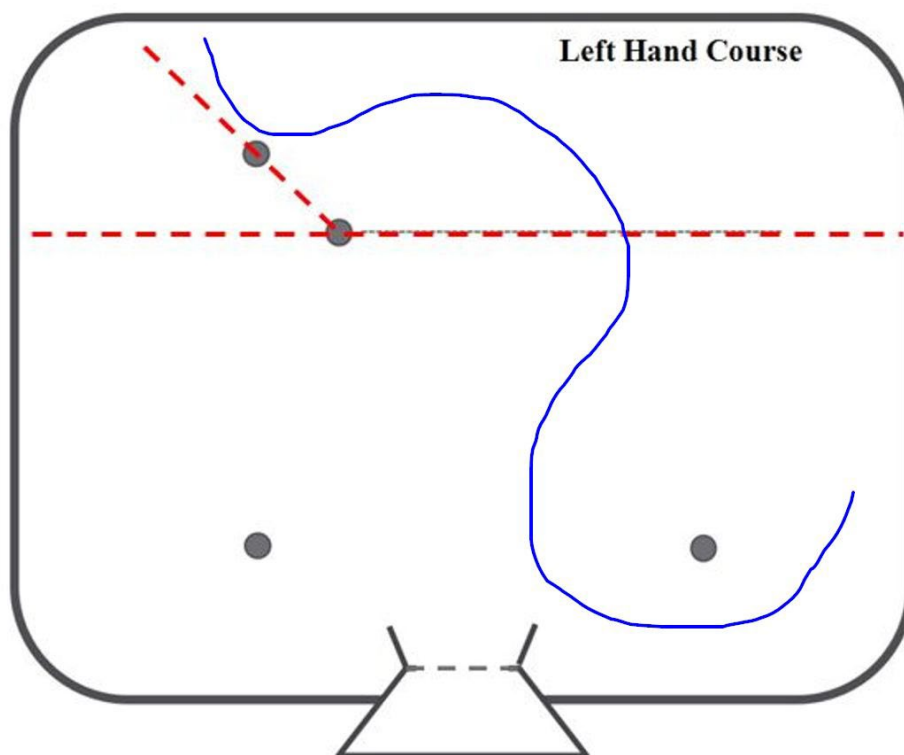


Line of the Gate: Failing to cross the line of the gate:



5.8 A competitor will be disqualified for failing to have control of the beast after passing behind the gate.

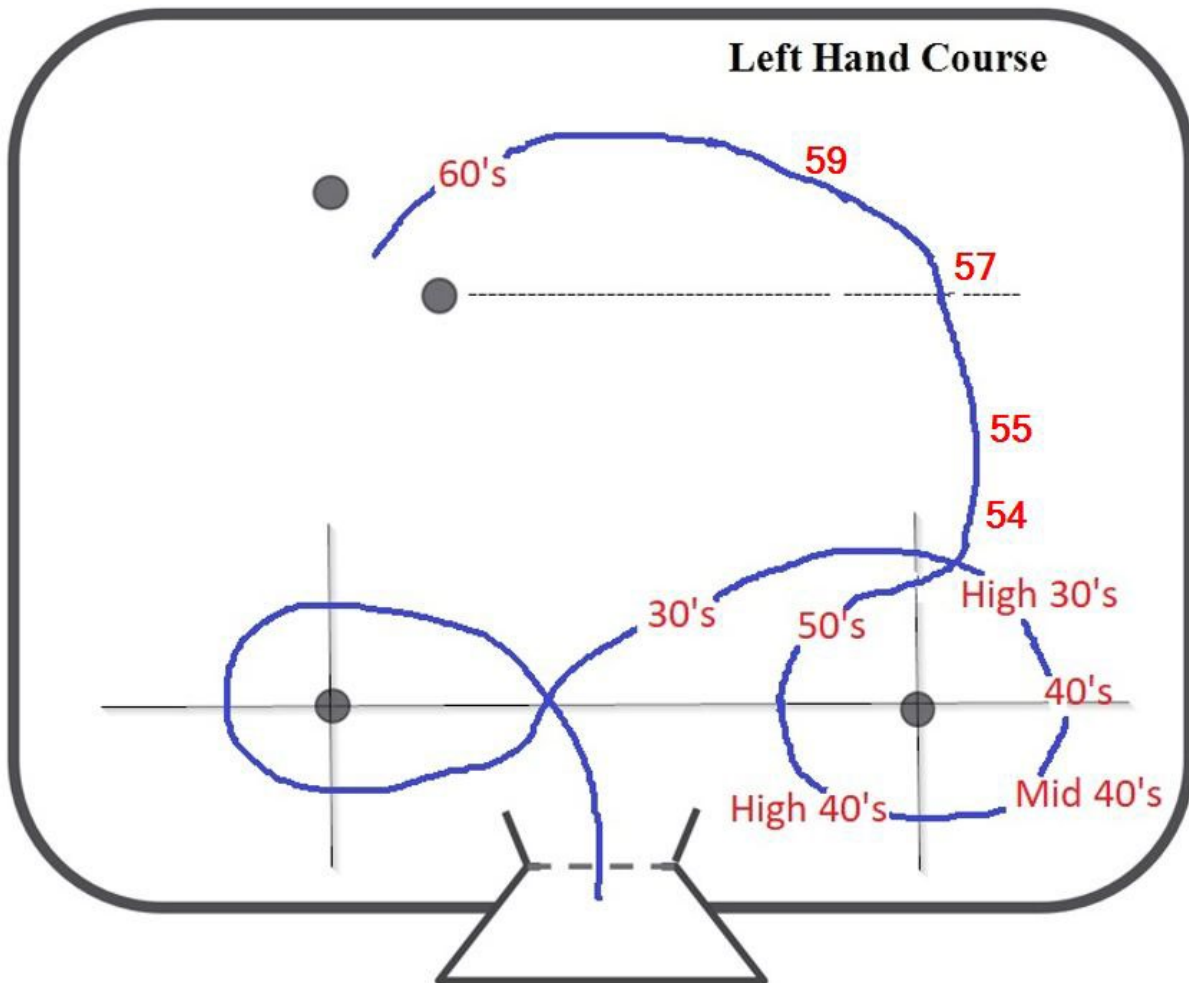
Line of the Gate: Losing control of the beast after passing behind the gate:



5.6 A competitor will be disqualified for running a beast through the gate from the front.

Expired Time Scoring Guidelines

The below diagram shows a guide to the general scoring range depending on where the competitor is when time elapses.



Animal Welfare & Competitor Safety

4.12 A horse that clips a beast when changing sides shall be penalized, however a horse that badly hits a beast over the hocks or runs up the rump of a beast will be disqualified.

4.14 In the event of a beast being distressed, showing lameness or bailing up and attempting to horn a horse, the judge shall terminate the round and score the competitor (providing the first peg has been completed.) In this case no re-run can be awarded.

4.15 Where the judge terminates an outside run due to interference or safety concerns and the competitor is awarded a re-start, the competitor will start again with the lesser of the two cut-out scores with the original entitlement of cattle.

4.16 In the event of a beast exhibiting bleeding as a result of a competitor's actions, the judge will terminate the round and no re-run be awarded. Where a beast exhibits bleeding through no fault of the competitor, the judge has the discretion to award a re-run.

Other Rules & Disqualifications

4.13 Provided the first peg is completed, a competitor in control of his/her beast when time has lapsed regardless of position on course must be scored.

4.17 A stockwhip shall only be used to commence an event or terminate a run. Effective 24th June 2025

5.0 Being assisted in their run by another competitor/ rider. I.e., Another rider/ competitor on the course hazing the beast for the competitor.

5.2 A competitor will be disqualified for losing control of the beast in the arena.

5.3 A competitor will be disqualified for running a beast into the arena fence

5.4 A competitor will be disqualified for running a beast around the back or past the gate before completing the first and second pegs.

7.1 A competitor will be disqualified for turning tail to the beast. A tail turn is a turn executed by a horse in the opposite direction of the beast's line.

7.9 A competitor will be disqualified if the competitor is not considered to be in safe control of their horse.

7.7 A competitor will be disqualified for horse bucking or rearing out of control.

7.2 A competitor will be disqualified for badly hocking a beast or running up its rump.

7.3 A competitor will be disqualified for a fall of the horse or rider causing loss of control.

7.4 A competitor will be disqualified for ill-treating either the beast or horse.

7.5 A competitor will be disqualified for refusal to compete on sound available stock.

7.6 A competitor will be disqualified for not being present on the third call.

7.8 A competitor will be disqualified for excessive or harsh use of a bit or spurs. No whip or switch may be used.

General Rules

Dress & saddlery – NCCA Rules

11.1 Campdraft competitors must wear a hat or safety helmet, boots, collared, buttoned long sleeved shirt and long trousers in competition at all times. Caps are not permissible. Competitors must be neat and presentable.

11.3 Competitor is allowed to ride in saddlery of his own choice, and horses can be worked in any bits, bosals or hackamores, however the horse must have free use of its head and any type of head tie-down, running reins, head checks etc. must not be used. The judge has the right to call on any competitor to inspect his gear and if gear is illegal, competitor is compelled to remove the offending article before competing.

11.4 Suitable spurs are allowed but no whip of any kind may be carried or used by a competitor in a campdraft.

11.5 All nosebands attached to the bit are to be a minimum of 20mm in width and of leather construction.

11.6 Rings with Stops can be used in Junior, Juvenile, Encouragement, Maiden and Ladies drafts.

Dress & saddlery – Additional SCA rules

- Campdraft competitors must wear a collared, front buttoned shirt with long sleeves and long trousers in competition at all times. Competitors must be neat and presentable. A Director or judge has the power to disallow a competitor from competing if he or she is not properly dressed. e.g., T-shirts, singlets, Polo shirts or bare tops are not allowed).
- Nosebands & Cavessons: All Nosebands and Cavessons must be of leather construction and a minimum width of 20 mm. Nosebands should have at least 2 finger clearance.

- **HELMETS:** Helmets must be worn when competing in any Southern Campdrafting Assoc Ltd Affiliated Campdraft or Practice Event. Hardhats worn must have the chin strap securely fastened at all times. Anyone under the age of 18 years must wear a Helmet at all times whilst riding a horse. Recommended that Helmets should be replaced after severe impact or after 5 years whichever is sooner.
Caps must not be worn under a helmet or whilst on the arena.

Helmets worn must conform with one of the current approved safety standards:

- Current Australian standard AS/NZ 3838 (2006 onwards) provided they are SAI global marked.
- Current American standards ASTM F1163 (2004a or 04a onwards) provided they are SEI marked, or SNELL E2001.
- Current British standard PAS 015 (1998 or 2011) provided they are BSI Kitemarked.
- Interim European Standard VGI (01.040: 2014-12) with or without BSI Kitemark.



Insufficient full scores

11.9 (1) The cumulative score from each round be carried forward into subsequent rounds.

(2) a. Those competitors carried forward from an elimination round on a full score shall have preference in aggregate placings over those carried forward on cut out scores only.

(2) b. In the case of two or more full rounds and a final, those going into the final on a combination of full scores will have a preference in aggregate placings. If there are insufficient full scores to fill final placings the committee may use cut-out scores only to fill minor placings.

Final Round Placings – Example – Rule 11.9 (2) a & 11.9 (2) b:

Six competitors are taken into the final, 3 with outside scores and 3 with camp scores.

Only Competitors A, D & E have first round outside scores so only these 3 can fill the first 3 placings.

Rider	1st Round Score	2nd Round Score	Total	Placings
Competitor A	74	81	155	1st
Competitor B	23	0	23	6th
Competitor C	21	88	109	4th
Competitor D	86	22	108	2nd
Competitor E	87	0	87	3rd
Competitor F	21	87	108	5th

Code Of Conduct For The Care And Treatment Of Campdraft Livestock

1.3 If, for any reason, there is a conflict between the rules of competition and the code for the care and treatment of campdraft livestock then the latter shall prevail, without qualification.

1.4 Any competitor failing to comply with the animal welfare rules of the N.C.C.A. Including unnecessary roughness to livestock during competition in the opinion of the judges shall be disqualified from the event.

3.1 All cattle used in campdrafting must be a suitable size and in a healthy, strong condition.

3.2 Female stock, in an obvious pregnant condition, must not under any circumstances be used in any event.

3.10 The judge must order the removal from the camp of unsound cattle or distressed cattle.

3.11 All horses shall be presented in body condition and soundness satisfactory to the judge of the campdraft. The judge must disqualify from competition any horse not meeting their requirements.

3.12 the judge must disqualify any competitor causing unnecessary distress to either horse or beast in any campdraft.

Areas to monitor for animal welfare concerns:

4.1 arena surfaces preparation.

4.2 fitness & training of horses in campdrafting events.

4.3 ensuring cattle are not overworked following completion of a campdraft run.

4.4 tack & equipment used by competitors.

4.5 climate conditions.

Resources & Contacts

- SCA Website – www.campdrafting.org.au
 - Latest copy of the rule book (*under Members / Forms & Policies*)
 - Current SCA Judges List (*under Clubs / Forms & Policies*)
 - SCA Judges Forum refreshers (*under Events*)
- Judging Panel Contacts
 - Steven Hart (Chairman) – 0405 185 817
 - Luke Jackson – 0408 541 027
 - Ian Laurie – 0408 281 355
 - Sandy Brabon – 0427 055 388
 - Stu Webb – 0429 959 476
 - Paul Spears – 0428 488 572
 - Mark Barton – 0419 488 256
 - Nick Taylor – 0417 562 166
 - Bill Willoughby – 0409 099 208
 - Mathew Holz – 0417 409 029
 - Scott Bandy – 0418 979 566
 - Patrick Bell - 0413 163 830
- Judging Panel Secretary
 - Debbie Cockburn – 0418 115 925 / judgespanel.sca@gmail.com

RunNo.	Camp	Course	Horsework	Total	Judges' Comments
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