

2013 Season

COMPETITION RULES

- 1) No power tools allowed.
- 2) Files can be used on foot or shoe at any time unless otherwise stated. I.e. Hammer finish means no Flatters or set hammers or rasping.
- 3) Sandpaper or similar can be used on the foot only.
- 4) Only competitors allowed on the floor once competition has started.
- 5) No fireman or strikers.
- 6) No alteration to clip placement allowed.
- 7) Shoe to be selected only after the foot preparation is finished, only one shoe may be obtained at a time.
- 8) No person shall inspect or make comment on any work until the said work has been judged and marked.
- 9) Only one foot to be worked on at a time.
- 10) No clips required.
- 11) Flatters allowed unless hammer finish.
- 12) If stated on entry form or shoe schedule. bottom tools can be used .
- 13) Top tools allowed.
- 14) Top tools to be annealed including hammer used as top tool. (for safety reasons.
- 15) Junioir, Senior & Intermediate competitors are allowed a fireman/striker in their events if they wish. This does not apply to Speed Forging or Eagle Eye or any Open Event. This rules applies to all regional events not National Final

GENERAL INFORMATION AND RULES

- 1) All materials for all events will be provided. I.e. Steel, Nails, Coke or gas and Forges. Mustad only nails to be used in all events.
You can bring your own Mustad nails if you wish.
- 2) All the contestants will be provided with competition numbers.
- 3) The judges' marks will be final.
- 4) All competitors will report for registration no later than 30 minutes before the start of the first event on each day, for confirmation of their entry and allocation of competitor number.
- 5) Timetables will be adhered to and it is anticipated that each day's competition will finish no later than 4PM.
- 6) Competitors will be allocated fire numbers and horses prior to each event.
- 7) Cold starts in all events - (steel on anvil).
- 8) Pre cut steel in all events is allowed - (square cuts only).
- 9) Pre-marking steel is allowed.
- 10) Competitors may choose their own length of steel to make specimens if not shown on entry.

- 11) All competition entries should be sent out or in Bulletin at least 1 month prior to event.
- 12) Entries should contain; accurate details for all events. I.e. Steel section, shoe types, left or right, front or back, nail holes, clips, fullering etc.
Time limits should also be on programme
A detailed diagram with dimensions should be provided with entry of all specimen shoes.
- 13) Judges only can supply specimen shoes if he or she wants, but they must be the same as the ones listed on the programme and not made by a competing Farrier in the event.
- 14) Unless stated on programme, (hammer finish) the judge only has the right to decide, and it is (his or hers) job to inform all competitors of their wishes.
- 15) If specimens on entry form have dimensions, they must be adhered to.
- 16) Points for dimensions should not exceed 20% of total points for that specimen shoe.
- 17) a Leaving out features on specimen shoes i.e. fullering, clips, boxing, nail holes etc.,(does not get judged)
b) Any farrier who bleeds horse i.e. prick or overtrimming frog or sole, does not get judged.
- 18) No alteration to programme is allowed once sent, unless unavoidable. I.e. Horse numbers, no material.
- 19) The judges' job is to judge only. Any changes to programme or proceedings are the responsibility of the organising committee.
- 20) Junior apprentices are not eligible to enter any live shoeing events or senior apprentice.

Please note: - in the interest of fair competition these rules will be strictly enforced and may only be altered at the discretion of a majority of the competition committee.

Referees and Judges:

The referees' job is to arbitrate on any decision of disqualification and/or interpretation of the rules as laid down.

Judges should work in close contact with the referee's.

Any competitor or team must be informed immediately a decision or disqualification is made and any team or competitor may lodge an objection with the referee's.

The referee is also responsible for keeping the competition area clear of non competitors and any other unauthorised persons.

Fireman/Striker:

Only in Coal Forges and 3 man teams.

Competitors comments:

To be sent to Competition Chairman.

FARRIERS ASSOCIATION OF NEW ZEALAND

HORSE SHOEING COMPETITIONS

Work specifications and General Rules for Competitors

Event: - Junior Apprentices Shoemaking and Foot Dressing Contest.

Open to indentured trainees who have not yet started their second year.

- a) Contestants to dress and prepare one foot as if for shoeing.
- b) Contestants to make one specimen shoe but are not required to fit or nail on.
- c) Contestants will be judged on their hoof preparation and shoemaking skills.

Rules applicable: 1,2,3,6,8,9,11.13,14
approx.

Time allowed: 30 minutes

Event: - Senior Apprentice. Shoemaking and Fitting Contest.

Open to apprentices who have started their second year. (Not open to Juniors).

- a) Contestants to dress and prepare one foot for shoeing.
- b) Contestants to make one shoe out of concave steel to suit prepared foot.
- c) After scrutiny of the foot by the judge the contestant will be required to nail on and finish.
- d) Contestants will be required to make a specimen shoe.
- e) The specimen shoe will be in the event schedule.
- f) Contestants will be judged on foot preparation, shoemaking and finish.

Rules applicable: 1,2,3,4,6,8,9,11.12,13,14.
approx.

Time allowed: 45 minutes

Event: - Mustad Machine Made Shoe Contest.

Open to all Competitors (excluding Juniors).

- a) Contestants to dress and prepare one hoof ready for shoeing.
- b) Contestants will then be required to select one only machine made shoe, as supplied by the sponsor, and adapt either by hot or cold working, to fit prepared foot.
- c) Contestants will then nail on using "MUSTAD" nails of appropriate size.
- d) Choice of foot i.e. front or hind, will be decided on the day.
- e) Contestants will be judged on hoof preparation, the shoe and finish.

Rules applicable: 1,2,3,4,5,6,8,9,11.13,14.

Time allowed: 20 minutes approx.

Event: - O. Dwyer Intermediate Contest.

Open to all Farriers (excluding Juniors) who have not won this class twice.

If won twice, allowed to enter at National Final in that same year.

- a) Contestants are required to prepare Two Feet for shoeing.
- b) Make and fit two shoes for feet dressed.
- c) The made up shoe to be clipped to suit the hoof and to be punched with the appropriate size nail holes to suit MUSTAD nail of a size consistent with good shoeing practice.
- d) After Judges scrutiny each contestant will be required to nail on using MUSTAD nails of the size selected.
- e) Alternatively contestants will shoe one foot on horse and make one specimen.
- f) The specimen shoe required will be in the event schedule.
- g) Contestants will be judged on foot preparation, shoe making and finish.

Rules applicable: 1,2,3,4,6,8,9,11,12,13,14.
approx.

Time allowed: 45-60 minutes

Event :- Speciality Forging (intermediate)

Open to all farriers who are not an (open competitor)

- a) The type of contest will vary from competition to competition and contestants will be advised as to the type of competition on the entry form. I.e. We may select to make tools or shoes in this event.
- b) Contestants will be judged on the finished product.

Rules applicable: 1,2,4,6,8,11,12,13,14.
approx

Time allowed: 40-60 minutes

Event: - The "MUSTAD NAILS" Open Horseshoeing Contest.

Open to all Farriers (excluding Juniors).

- a) Contestants are required to dress and prepare Two Feet.
- b) Make two shoes for the dressed feet (Concave or Hand Fullered).
- c) The shoes to be made of material that is appropriate for the feet, and is to be clipped to suit and to have an appropriate amount of nail holes which should be consistent with good shoeing practice.
- d) After Judges scrutiny the contestant will be required to nail on and finish.
- e) The contestant will be judged on foot preparation, shoemaking and finish.
- f) Sometimes instead of two feet the contestant will be required to shoe one foot and make a specimen shoe, which must be on the event schedule.

Rules applicable: 1,2,3,4,5,6,8,9,11,12,13,14.
minutes

Time allowed: 40-60

Event: - Speciality Forging.

Open to all Farriers.

- c) The type of contest will vary from competition to competition and contestants will be advised as to the type of competition on the entry form. I.e. We may select to make tools or shoes in this event.
- d) Contestants will be judged on the finished product.

Rules applicable: 1,2,4,5,6,8,11.12,13,14.
approx.

Time allowed: 40-60 minutes

Event: - The “Heller Legend” Eagle Eye Contest or Speed Forging.

Open to all Farriers.

- a) Contestants will be allowed a ten second look at a prepared foot or horse shoe, will then select a piece of steel to suit and try to make a shoe from memory that will fit the foot or be a copy of the specimen shoe.
- b) Contestants will be judged on the fit and in the event of a tie will be judged on quality.
- c) If a bar or hand fullered shoe is to be made then an appropriate extension of time will be allowed.

Rules applicable: 1,2,3,4,5,6,8,9,10,11.12,13,14.
start

Time allowed: 15 minutes approx, cold

Event: - 3 Person Team.

Open to any 3 people to make a team.

- a) The team are to prepare two feet ready for shoeing.
- b) Make up Two hand fullered shoes or plain stamped using appropriate bar stock or from material selected to suit the prepared hooves.
- c) Team will be judged on foot preparation, shoes and finish.

Rules applicable: 1,2,3,8,9,11.12,13,14.
approx.

Time allowed: 50-70 minutes



CLARIFICATION OF POINTS SYSTEM IN 2012 SEASON

Junior Apprentice

Points taken over all regional and national final events throughout the year.

1st = 5 points. 2nd = 3 points. 3rd = 2 points. 4th = 1 point.

Senior Apprentice

Same system as Junior Apprentice Points.

Open H. Points (NZ No.1). Open to all competitors.

Points taken from any One Regional combined with points from National Final.

Most points wins.

Points taken from 3 Classes

Machine made, open shoeing, open forging.

Points System

1st = 5 points. 2nd = 3 points. 3rd = 2 points. 4th = 1 point.

If there is a tie on points, title will be shared.

A levy of \$250 per competition will be needed for repairs, replacements of fires, anvils etc., plus freight costs.

If an overseas competitor wins at National Final, they get the points and get their name on the cup. The cup stays in New Zealand.

