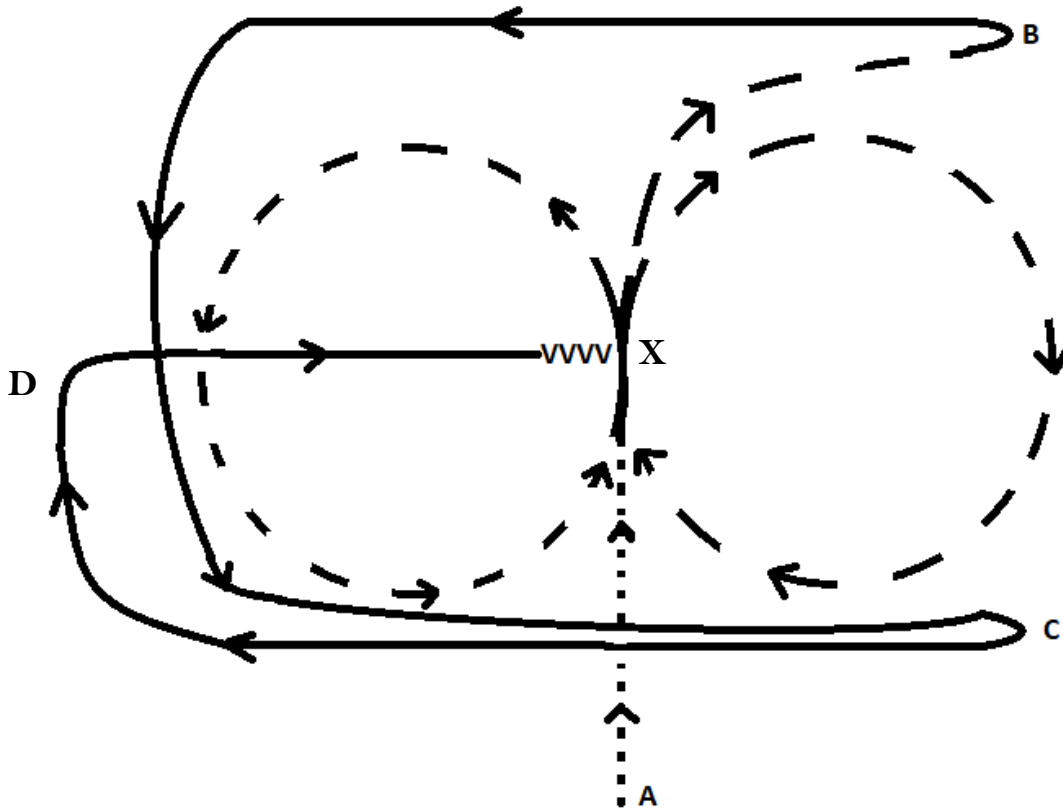


Longreach Show 2021 - CWEG Stockman's Challenge

JUNIOR / ENCOURAGEMENT

RIDER: _____ HORSE: _____

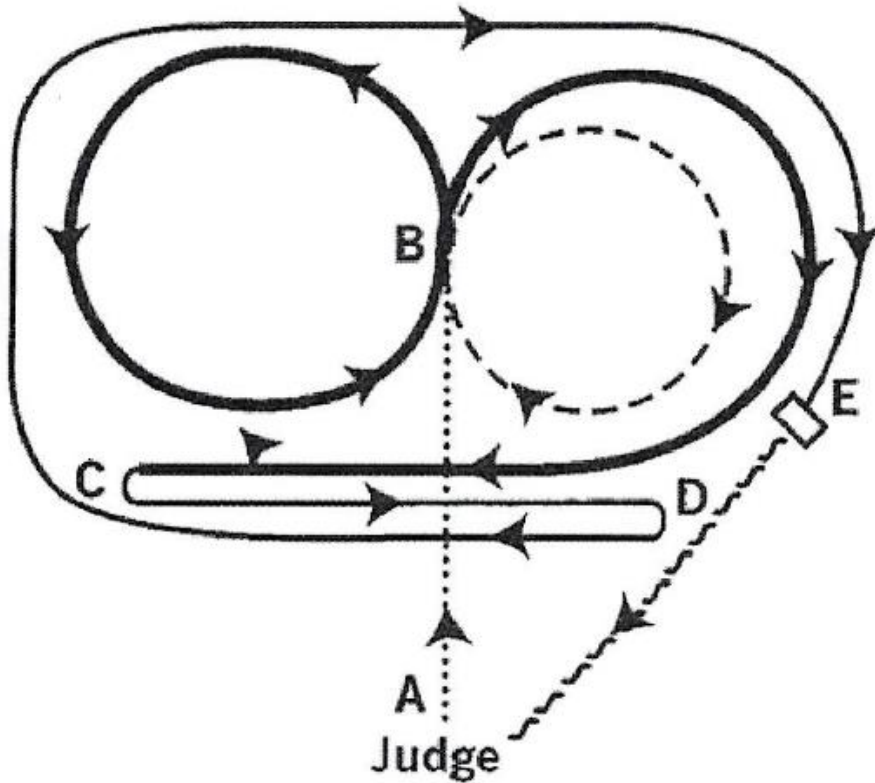


	MOVEMENT	POINTS
1	Acknowledge Judge Enter arena at A. Walk to X (center)	/10
2	At X (center) Trot circle left	/10
3	At X (center) Change rein	/10
4	Trot circle right	/10
5	Continue to B. At B, rollback to left	/10
6	Canter around to D. At C, rollback to right	/10
7	Canter to top of the arena Canter to X (center)	/10
8	At X (center) stop. Settle	/10
9	Back up at least 3 meters	/10
10	Leave arena at walk on loose rein	/10
	TOTAL	/100

Longreach Show 2021 - CWEG Stockman's Challenge

NOVICE / JUVENILE Pattern

RIDER: _____ HORSE: _____

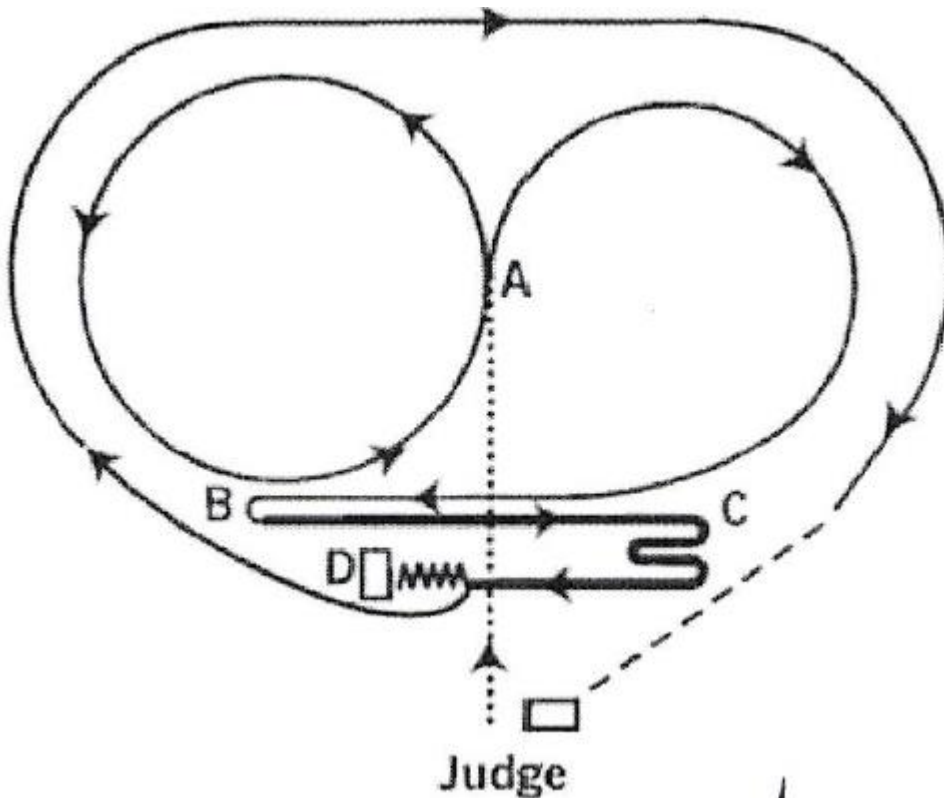


	MOVEMENT	POSSIBLE POINTS	ALLOCATED POINTS
1	Acknowledge Judge Walk from A to B. At B Trot circle right	10	
2	At B canter circle left	10	
3	At B simple change and canter right to C	10	
4	At C stop, rollback left and canter to D	10 x 2 (20)	
5	At D stop, rollback right	10 x 2 (20)	
6	Continue at fast canter right round to E	10	
7	At E stop, settle and walk back to judge on loose rein	10	
8	Type, Presentation and Overall Impression	10	
	TOTAL	100	

Longreach Show 2021 - CWEG Stockman's Challenge

OPEN WORKING Pattern

RIDER: _____ HORSE: _____



	MOVEMENT	POSSIBLE POINTS	ALLOCATED POINTS
1	From Judge Trot out to A, Canter Circle left	10	
2	At A Simple Change	10	
3	Canter $\frac{3}{4}$ circle to right & continue on to B. Stop & Rollback left	10 x 2 (20)	
4	Hand Gallop to C and do 2 quick haunch turns in either direction (<i>as if working a beast</i>)	10 x 2 (20)	
5	Canter to D, Stop, Settle and Back up 4 meters	10	
6	From D, trot on light rein around arena to C	10	
7	At C Walk and crack whip at least 2 times to judge, Halt	10	
8	Type, Presentation and Overall Impression	10	
	TOTAL	100	