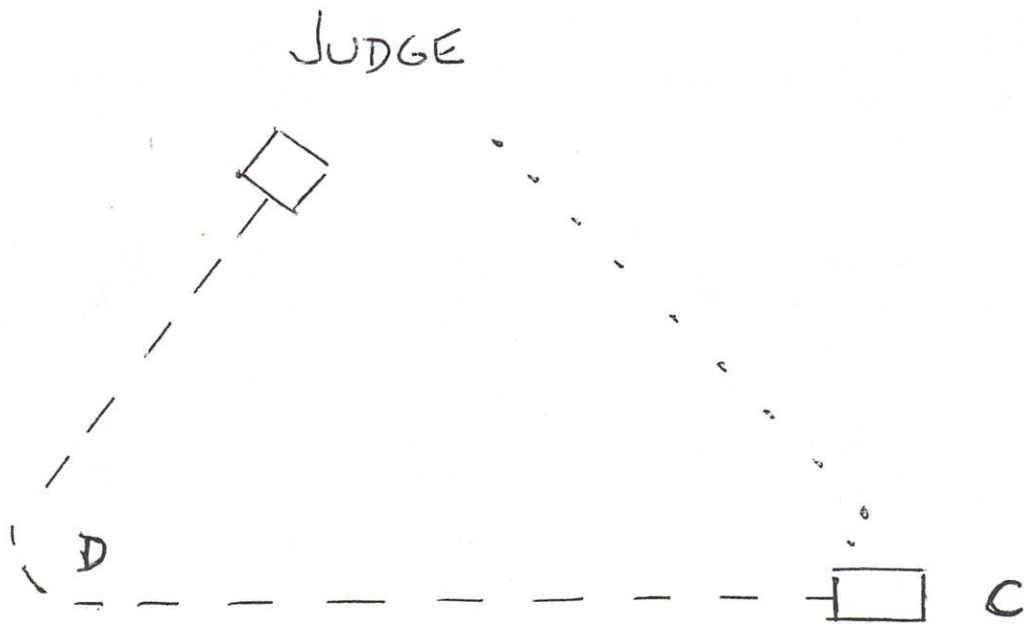


LED PATTERN

JNR, ENCOURAGE, OPEN



1. Walk to C + halt in profile to judge
2. Trot a loop round D and back to judge and halt.

type, confirmation, manners
presentation

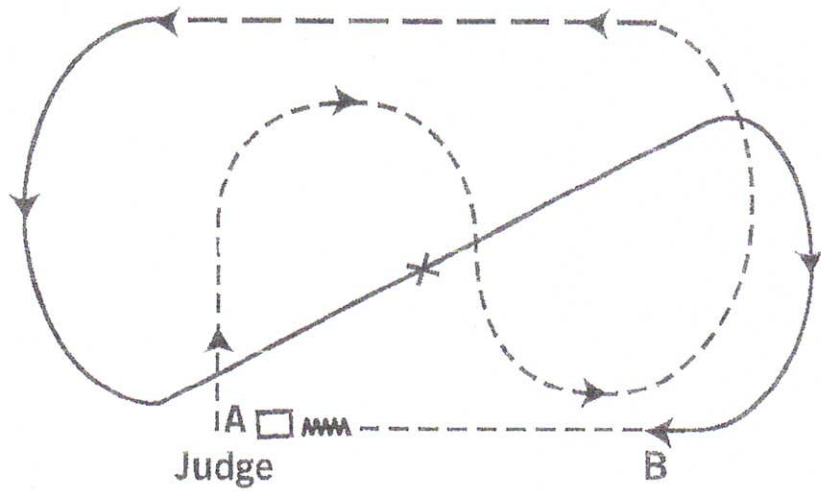
possible

SCORE

50
pts

NAME :-

Hack Pattern I JUNIOR, ENCOURAGEMENT



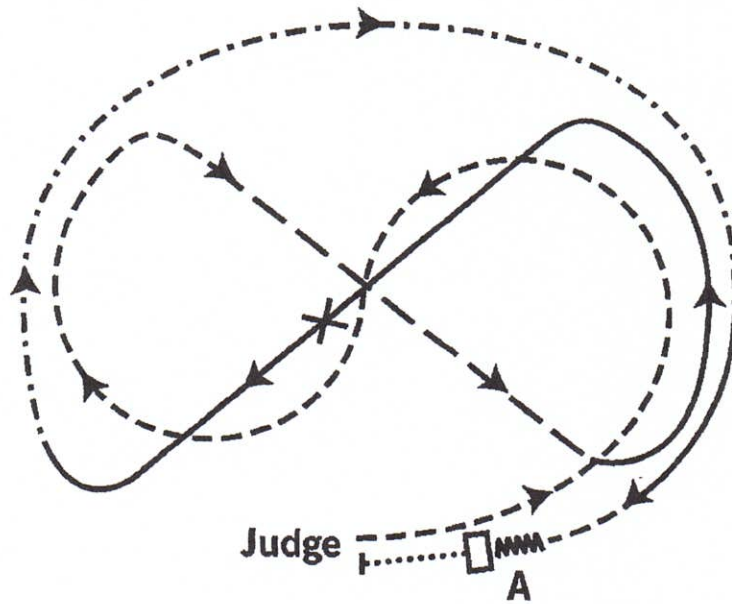
| | POSSIBLE POINTS | ALLOCATED POINTS |
|---|-----------------|------------------|
| 1 Type, Presentation and Overall Impression | 10 | _____ |
| 2 Acknowledge Judge, Trot two loop serpentine | 10 | _____ |
| 3 Lengthen Trot along the back of area | 10 x 2 (20) | _____ |
| 4 At the corner Canter half circle left | 10 | _____ |
| 5 Change rein across the diagonal with simple change at X | 10 | _____ |
| 6 Canter half circle right | 10 | _____ |
| 7 At B Trot and continue to A | 10 | _____ |
| 8 At A Halt in front of Judge | 10 | _____ |
| 9 Rein back 3 metres | 10 | _____ |
| TOTAL | 100 | _____ |

Horse Name and Number



Australian Stock Horse

Hack Pattern | OPEN



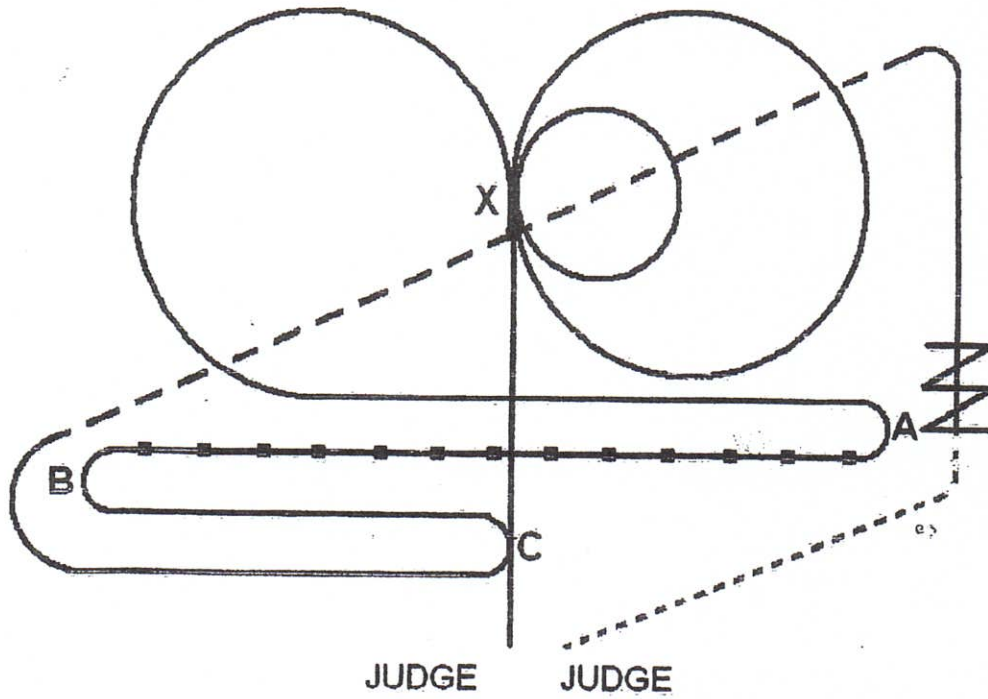
| | POSSIBLE POINTS | ALLOCATED POINTS |
|--|-----------------|------------------|
| 1 Type, Presentation and Overall Impression | 10 | _____ |
| 2 Acknowledge Judge, Trot half loop left Change rein, Trot half loop right | 10 | _____ |
| 3 Turn right, down through diagonal, lengthen Trot | 10 x 2 (20) | _____ |
| 4 Track left and Canter half loop down through diagonal | 10 | _____ |
| 5 Flying change at X in centre of diagonal on straight line | 10 x 2 (20) | _____ |
| 6 Track right half loop then lengthen Canter around work area | 10 | _____ |
| 7 Down through transitions to Halt at A | 10 | _____ |
| 8 Rein back 3 metres and Walk back to Judge on a light rein | 10 | _____ |
| TOTAL | 100 | _____ |

Horse Name and Number






Australian Stock Horse

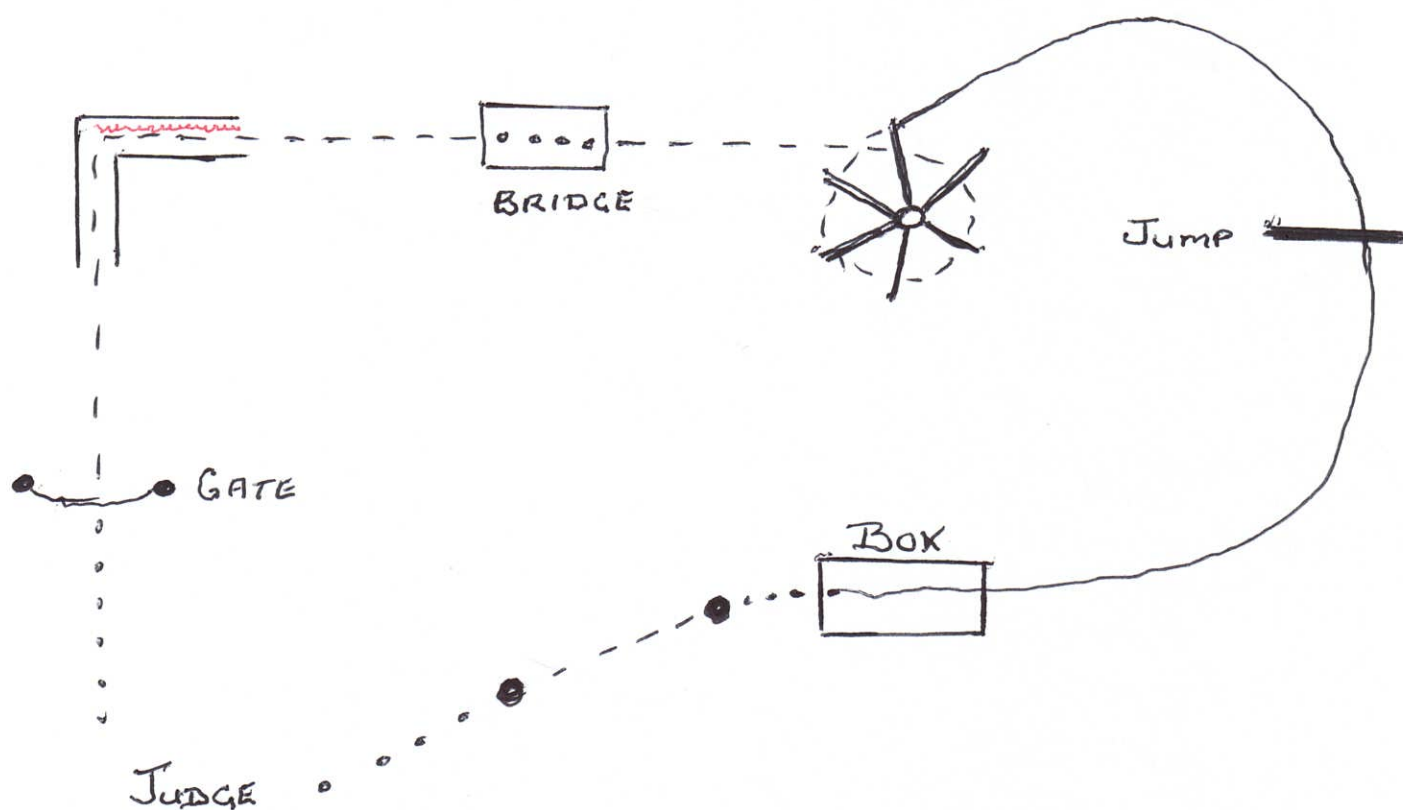
DRY PATTERN OPEN



| | | | |
|--------------|--|---------------|--|
| 1. | Acknowledge Judges, canter left lead, fly change at X | 10pts | |
| 2. | Slow canter small circle right, fast canter large circle right | 10pts | |
| 3. | Flying change to fast canter large $\frac{3}{4}$ circle left | 10pts | |
| 4. | Fast Canter to A, rollback right | 10pts | |
| 5. | Gallop to B, haunch turn left | 10pts | |
| 6. | Fast canter to C, rollback right | 10pts | |
| 7. | Canter to B, trot diagonal right | 10pts | |
| 8. | Canter to A on right lead and stop, back up 6 paces and settle | 10pts | |
| 9. | Walk into judge cracking whip | 10pts | |
| 10. | Presentation, conformation, obedience and paces | 10pts | |
| TOTAL | | 100pts | |

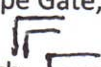


ENCOURAGEMENT OBSTACLE COURSE

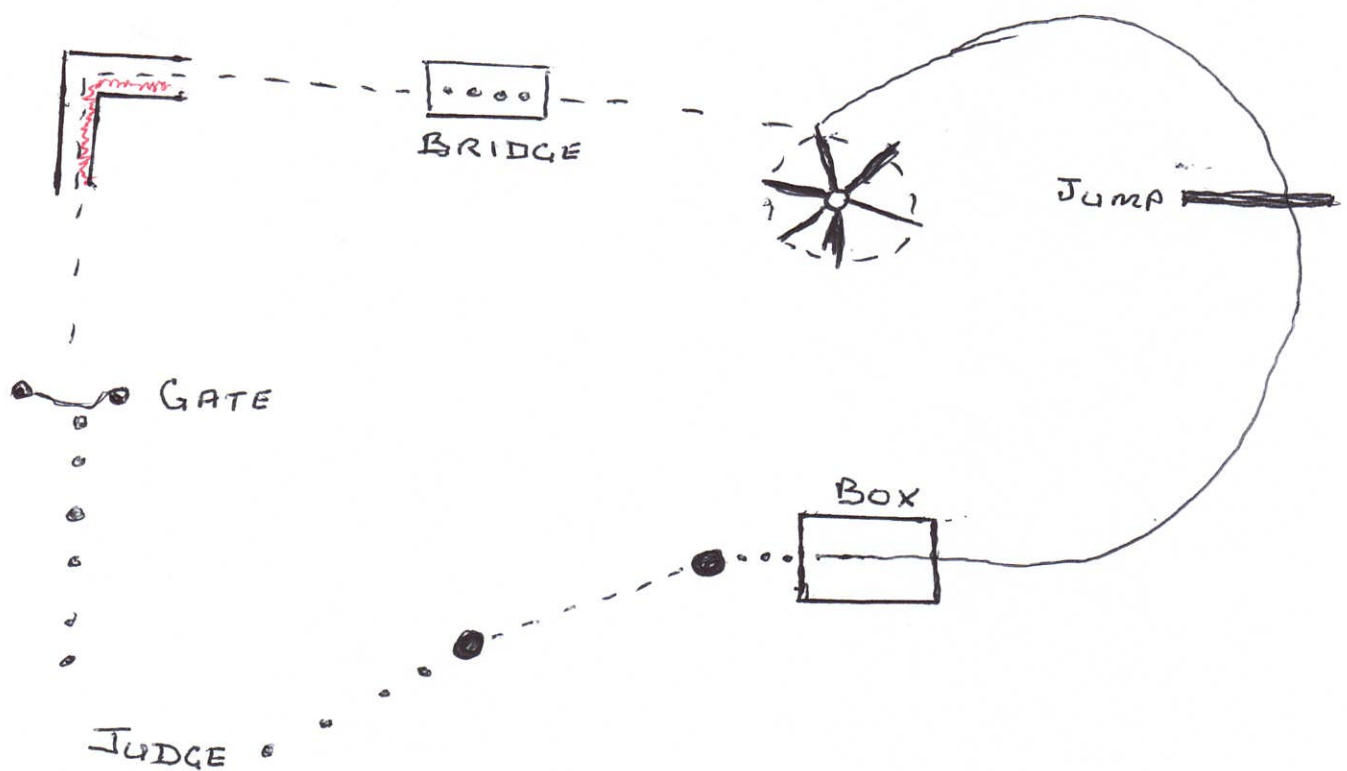
- | | |
|--|-----|
| 1. Walk to Rope Gate, open, pass through & close either left or right handed. | |
| Trot to  | 10 |
| 2. Trot through  Stop at end 4 seconds | 10 |
| 3. Back up to corner of  Stop 4 seconds | 10 |
| 4. Trot to Bridge. Walk over Bridge | 10 |
| 5. Trot to Wagon Wheel, Trot over poles in right hand direction | 10 |
| 6. Canter (Off Lead) to & Over Jump | 10 |
| 7. Continue cantering into Box. Stop in Box | 10 |
| 8. Walk to Drum pick up Item from Drum, Trot to Drum | 10 |
| 9. Stop, place item on Drum. Walk to Judge on Light Rein | 10 |
| 10. Presentation & Overall Impression. | 10 |
| 11. TOTAL | 100 |



- ooo Walk
- - - Trot
- Canter
- ~~~~~ Back Up

OPEN OBSTACLE COURSE

- | | | |
|--|---|-----|
| 1. Walk to Rope Gate, open, pass through & close either left or right handed | | |
| Trot to |  | 10 |
| 2. Trot through |  | 10 |
| 3. Back all the way through to end of |  | 10 |
| 4. Trot through | | 10 |
| 5. Trot to Wagon Wheel, trot over poles in right hand direction | | 10 |
| 6. Canter (Off Lead) to & Over Jump | | 10 |
| 7. Continue Canter into Box. Stop in Box | | 10 |
| 8. Walk to Drum,, pick up item from Drum, Trot to Drum | | 10 |
| 9. Stop, place item on Drum. Walk to Judge on Light Rein | | 10 |
| 10. Presentation & Overall Impression | | 10 |
| 11. | | 10 |
| | TOTAL | 100 |



- Walk
- Trot
- Canter
- mw* Back Up.