

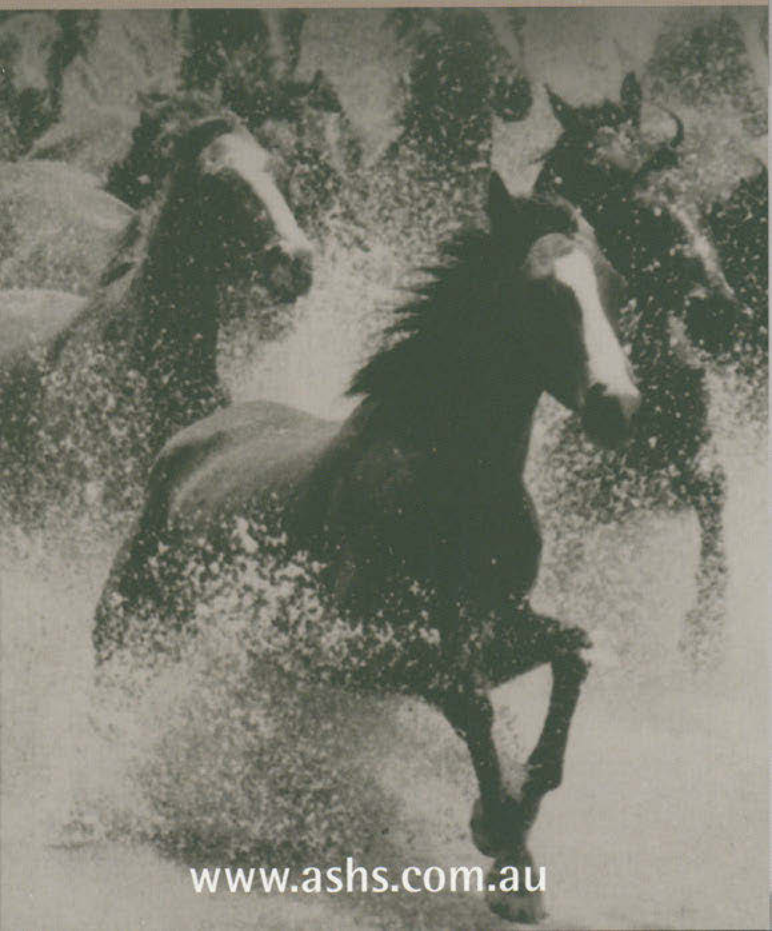


Australian Stock Horse  
SOCIETY

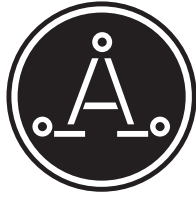
# Pattern Book

DATE OF ISSUE - MARCH 2006

For Judges, Stewards,  
Competitors and Members



[www.ashs.com.au](http://www.ashs.com.au)



Australian Stock Horse  
SOCIETY

## PATTERN BOOK FOR JUDGES, STEWARDS, COMPETITORS AND MEMBERS

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The aim of this booklet is to provide uniformity of patterns and general guidelines for Judges and competitors within the Australian Stock Horse Society and to assist State Management Councils, Branch Committees and competitors alike.

Judges and competitors requiring any information not covered in this book should refer to the Australian Stock Horse Society's Events Handbook.

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## VISION, AIMS, MISSION

### The vision

The Australian Stock Horse Society wants the Australian Stock Horse to have the highest profile of any breed of horse in Australia with worldwide recognition.

### The aims

- To preserve the heritage and identity of the Australian Stock Horse.
- To promote the development and popularity of Australian Stock Horses throughout Australia and the world.
- To maximise the benefits of owning a Registered Australian Stock Horse and being a Member of The Australian Stock Horse Society.

### The mission

To maintain the heritage and to promote the bloodlines and high performance of the Australian Stock Horse among equestrian activities and the general public.

## THE KEY

.....	Walk (Light Rein Contact)
~~~~~	Walk on Loose Rein
-----	Trot (Light Rein with Soft Frame)
-----	Trot Lengthen Stride
—————	Canter (Light Rein with Soft Frame)
-----	Canter Lengthen Stride
—————	Gallop or Hand Gallop (As specified in Pattern Description)
MMM	Rein Back
□	Halt or Stop

## PATTERN POINT SCORING SYSTEM



## DEFINITIONS

The  **SOCIETY**  means The Australian Stock Horse Society Limited – the Registered Office being 48 Guernsey Street, Scone New South Wales, Australia.

**BRANCH**  means a local branch formed in accordance with the Society's Articles of Association.

**MANAGEMENT COUNCIL**  means a regional body formed in accordance with the Society's Articles of Association.

**LICENCED AFFILIATE**  means any Branch or Management Council operating under a Licence Agreement with the Society. Branches and Management Councils are individually incorporated and shall operate according to the aims and objectives of the Society, as well as the overall direction and control of the Society.

A  **FINANCIAL MEMBER**  is a member who has paid to the Society all annual membership fees due and payable by such member even though there may be other amounts unpaid.

The  **OWNER/LESSEE**  in relation to the horse is the person for the time being registered as the owner/lessee of the horse in the records of the Society and shall be identical with the name in which the membership exists in the records of the Society.

The  **EXHIBITOR**  is the person and/or persons listed on the Society's records as having ownership, being the registered owner or lessee.

A  **MAIDEN RIDER**  is a rider who has never won first prize in the same type of event (except youth or consolation classes) at any show, open gymkhana or similar event prior to the event being judged. For example: Working, Hack, Campdraft events and the like.

The  **BREEDER**  of the horse is the owner or lessee of the dam at the time of service.

A  **REGISTERED**  horse is a horse that has been issued with an Australian Stock Horse Registration Number and Certificate of Registration. If the owner or lessee of the horse is an unfinancial member, a non-member, a Participant Member, a Subscriber Member, a Temporary Member or a Cancelled Member of the Society, the horse's registration is  **SUSPENDED** .

A  **FOAL RECORDED**  horse is not eligible to be shown in Australian Stock Horse events or sold at Approved Australian Stock Horse Sales. (For registration of a foal recorded horse refer Society Regulations – Registration.)

The  **AGE**  of a horse shall be calculated from 1st August in the year in which it is foaled. Every horse foaled before 1st August in any year shall be deemed to be one year old on that date.

Example: A foal born 01/03/1990 is considered to be one year old on 01/08/1990.

A  **SIRE**  is a stallion which is registered as such with the Society and for which the appropriate Sire Registration and DNA Fees have been paid.

A  **COLT**  is an uncastrated male horse under the age of four years.

A  **STALLION**  is an uncastrated male horse four years and over.

A  **FILLY**  is a female horse under four years of age.

A  **MARE**  is a female horse four years of age and over.

A  **GELDING**  is a castrated male horse of any age.

**COMPETITIONS**  include any function held by any affiliated Show, Society, Club or Association at which Australian Stock Horses are judged or compete and at which prizes are awarded.

A  **FUTURITY/MATURITY**  means a competition restricted or otherwise where payments towards prize money are received at selected intervals prior to the date of the competition.

**PRIZE MONEY**  is the amount of cash paid out.

**PRIZE**  includes any reward, gift or presentation whether in the form of a certificate, a card, a ribbon, a monetary payment or a trophy.

**JACKPOT**  competition is where prize money is restricted to entry fee. The Committee may reserve the right to retain a percentage of the fees for costs associated with running the event(s).

**AWARDS**  include a Judge's decision, placing and adjudications.

**FIRST DAY**  is in relation to a competition or futurity which means the day on which judging commences.

**SHARED PRIZES**  – in all competitions a winner must be determined. All other equal placings and prize money or prizes may be shared.

## MOVEMENTS & TRANSITIONS

**WALK** A four beat pace with regular rhythm. Light rein contact and soft frame

**WALK** on loose rein. Horse stretching down fully relaxed with low contact

**TROT** A two beat diagonal pace with regular rhythm

**LENGTHENED TROT** Stride lengthened maintaining rhythm

**CANTER** A three beat pace with regular rhythm. No running

**LENGTHENED CANTER** Lengthen stride through riders seat

**HAND GALLOP** Riders seat out of saddle

**GALLOP** Maximum speed in accordance with conditions, with total control. The pace becoming a four beat as the diagonals split

**HALT** Coming down through transitions. Not abrupt but obedient

**STOP** An immediate cessation of forward movement where a horse will elevate slightly in front prior to engaging hindquarters to come to a controlled yet complete stop in short distance

**REIN BACK** Two time diagonal movement, even rhythm for required number of steps

**SIMPLE CHANGE WALK THROUGH** Through the walk, horse obtains true flat walk. Calm smooth and straight to upward transition

**SIMPLE CHANGE** Through the trot, canter down to trot for two or three well defined trot steps

**FLYING CHANGE** Change of leads at canter in a single stride in the air, calmly, smooth and straight, in both front and hind legs

**CIRCLES** A horse must bend its body and flex its neck to follow the line of the circle, i.e. look where it is going and be balanced

**ROLL BACK** The horse comes to a complete stop engaging both hind legs, only then does the horse turn 180 degree over its hocks, moving out on the same line as it entered

**HAUNCH TURN** Are turns in motion where the energy of the horse is not stopped but is redirected in the opposite direction. The horse commences to turn before it ceases forward motion taking most of the weight on the inside hind leg which becomes the pivot point for the body while the other legs propel the horse with forward impulsion in the intended direction.

**SPIN** A movement of 360 degrees or more with the inside hind foot pivoting on the same spot

**WORKING** Horse should show athletic ability, with obedient attitude towards accurate pattern execution. The horse should be light on his feet, correct in his paces and no resistance to the bit. All gallop work asked must be executed (subject to ground conditions)

**HACK** Should be obedient and accurate, showing good quality of type and presentation. Have 4 correct paces

**ALL** Horses should be worked around the ring and be seen to perform in both directions by the Judge prior to final selection

### Variation of Non Executed Movements

**JIG JOGGING** Horse above bit and not relaxed

**TROT** should be balanced with horse tracking straight, not on 2 tracks or short in rhythm with running steps

**LENGTH OF TROT** Horse increasing the speed of trot, or shortening step to running

**THE CANTER** Should not be on the forehand, four beating or running

**GALLOP** Insufficient increase of pace thus not achieving four beat. Not maintaining sufficient control

**HALT** Being too abrupt and not coming smoothly through all transitions

**STOP** Resistance and horse refusal of any kind or stopping on front legs. Horse lifting front legs off ground

**REIN BACK** Resistance against the bit, hurried or not straight

**BIT ACCEPTANCE** Horse should not refuse to be ridden into compliant contact. Tongue should not be over the bit or behind the bit

**HEAD CARRIAGE** Should not be above bit, being adversely forward of the vertical NOR jammed in behind vertical.

**LEAD CHANGES** not executed on a straight line axis. Hurried and thrown through transition.

**CANTER LEAD ERROR**– Wrong lead, Disunited cross – firing, Cow like travel – No canter.

**CIRCLES** incorrect bend i.e. dropping shoulder horse not flexed i.e. looking out of circle therefore circle cannot round

**ROLL BACK** No completed stop

**HAUNCH TURN** Loss of momentum into or out of movement

**SPIN** Horse on front legs, inside hind leg not holding position

**PATTERN ACCURACY** Rider not familiar with pattern. Failure to ride to markers, results in loss of points, as this displays cheating, lack of rider control, horse over anticipation. Each movement and pattern must be ridden to the stated shape, size and pace as defined in Handbook

**TAIL TURN** All turns to be directed towards the Judge

**FALL** A fall of horse or rider during a workout will result in disqualification

## STANDARD OF EXCELLENCE

**HEAD** alert and intelligent with broad forehead, full, well-set eyes, wide nostrils. A fine, clean gullet, allowing plenty of breathing room.

A good length of **REIN**, well set into the shoulder.

Sloping **SHOULDER**, not too heavily muscled, a well-defined wither slightly higher than the croup.

Deep **CHEST**, not too wide in proportion, but showing plenty of heart room.

Ribs well sprung and back strong and of medium length in proportion.

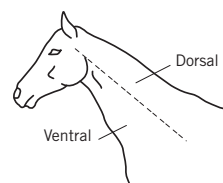
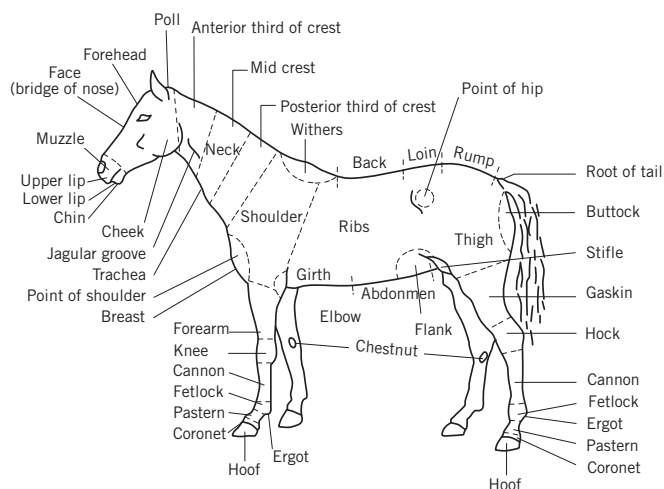
In **FORELEGS**, forearms well developed, cannon bones slightly flat, pasterns short and slightly sloping.

**HINDQUARTERS** strong, rounded and well-muscled, nicely sloping to give a full line from croup to hock. Hocks broad, flat and clean, the cannon relatively short with well-defined tendons. The hind legs well under when standing.

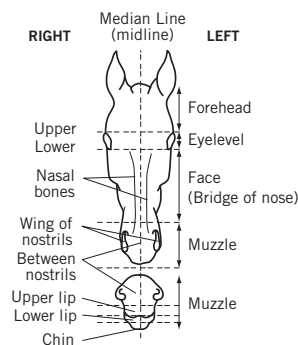
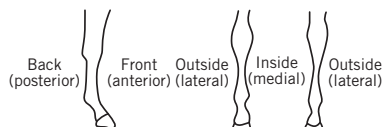
The **HOOVES** hard and in proportion to the size of the horse with a wide heel and feet straight.

Preferred heights between 14 and 16 hands.

## POINTS OF THE HORSE



Avoid using the terms 'upper' and 'lower' to describe the side of the neck



## IMPORTANT POINTS TO NOTE

- Please refer to the ASHS Events Handbook for all Rules and Regulations.
- Patterns may be adapted at the discretion of the Judge according to local conditions.
- Patterns may be Judged in their entirety for a single total score **OR** each transition and movement can be scored separately for a total score.
- A fall of horse or rider during a workout will result in disqualification.
- Failure to follow the pattern will result in a loss of points or disqualification.
- At the Judges discretion, a horse deemed to be out of control should be disqualified.
- ASHS Dressage Tests are available from Head Office.
- Stallions and Colts to be handled and or ridden only by adults 18 years and over.
- Competitors under 18 years of age must wear an equestrian helmet approved by the current Australian Standards Association.

## CONDITIONS OF ENTRY FOR HORSES

To be eligible to compete in events restricted to Registered Australian Stock Horses or eligible to obtain prizes for Registered Australian Stock Horses, the horse must be considered Competition Eligible with the Society as follows:

- The horse must be a Registered Australian Stock Horse.
- The owner/lessee must be a Financial Member of the Society.

The horse is NOT considered Competition Eligible in the following circumstances:

- The horse is a Foal Recorded Australian Stock Horse.
- The horse has been accepted for registration as Breeding Purposes Only.
- The horse's registration has been SUSPENDED, as the owner or lessee of the horse is an unfinancial or non-member of the Society.
- The owner or lessee of the horse is a Participant, Subscriber, Temporary or Cancelled Member of the Society.

All events conducted by a National Committee or a Management Council are reserved for Competition Eligible Registered Australian Stock Horses.

Unless stipulated otherwise, events conducted by Branches are reserved for Registered Australian Stock Horses. Branches may seek approval for events 'not ASH restricted' as follows:

- Providing the activity is approved in advance by the Society, Branches may conduct activities or events (not breed shows), which allow horses not registered with The Australian Stock Horse Society to compete. Such events must be clearly indicated on the programme as 'not ASH restricted' and prizes must be available for the highest scoring ASH in the event.
- The rider and/or handler in such events must be a Financial, Competition Eligible Member of the Society.
- Registered Australian Stock Horses must be entered under their registered name, not their stable name.
- Registered Australian Stock Horses must be entered under the name of the membership listed on the Society records as having ownership, being the registered owner or lessee.
- Proof of registration and current membership card must be produced when requested.

## CONDITIONS OF ENTRY FOR RIDERS AND HANDLERS

To be eligible to compete in events and activities conducted by the Society or Licensed Affiliates (Branches and Management Councils), the rider and/or handler of the horse must be considered Competition Eligible with the Society as follows:

- The individual must be a Financial Member of the Society.
- In relation to memberships involving more than one individual (ie, a partnership, a family group, a company or a corporation), only the Nominee of the membership is eligible to compete or take part in Society events and activities. Further individuals under the membership who wish to participate in ASH events or activities will need to take out a Participant or Temporary Membership.
- Proof of current, Competition Eligible membership card or temporary membership must be produced when requested.
- Competitors under 18 years of age must wear an equestrian helmet approved by the current Australian Standards Association, which must be securely fastened under the chin when mounted anywhere within the perimeter of the grounds, including all public areas, as well as in led and handler events. Youth Judging Competitions are optional or at the discretion of the organising committee.

The individual is NOT considered to be Competition Eligible in the following circumstances:

- The membership has been cancelled or suspended.
- The type of membership does not indicate the right to compete, ie, Subscriber Membership.
- At events and activities conducted by Branches, riders and/or handlers who are unfinancial or non-members of the Society may apply for a Temporary Membership.
- Temporary Membership entitles an individual (regardless of age) to participate in a single Branch show, activity or programme.
- Temporary Membership is not available at events or activities conducted by a National Committee or a Management Council.

Riders and/or handlers participating in Registered Australian Stock Horse events conducted by other Associations are subject to the Society's rules, the rules of the Association in which the Committee is affiliated and the rules of the Organising Committee. In certain circumstances, where there are conflicts between the rules of the Society and another Association, the rules of the Association and/or the Organising Committee will take precedence, as below:

- The Organising Committee may stipulate that the rider and/or handler must be a Financial, Competition Eligible Member of The Australian Stock Horse Society Limited.
- The Organising Committee may stipulate that the rider and/or handler must be a member of the Association in which the Committee is affiliated.
- The Organising Committee may stipulate that the rider and/or handler must wear an equestrian helmet approved by the current Australian Standards Association.

## RESPONSIBILITIES OF THE RIDER/ HANDLER

- The rider/handler is the person responsible for the control of the horse.
- The rider/handler agrees to abide by the Rules and Regulations as well as the Code of Conduct of the Society, and acknowledges that the Society assumes no liability or responsibility for accidents incurred to horses, riders or handlers during the running of the event.
- All mounted personnel participating in events and activities conducted by the Society or events conducted by other organisations which are restricted to Registered Australian Stock Horses, must remain seated in the centre of the saddle at all times, facing in the same direction as the horse, with rider's the left leg on the near side of the horse and the rider's right leg on the off side of the horse unless competing in a disability class or recognised side saddle event.
- At no time should a horse carry more than one rider or individual whilst at any fixture conducted by the Society or a Licensed Affiliate (Branch or Management Council).
- When adjusting gear, the rider should dismount to make the necessary adjustments.
- When riding a stallion, the rider must be over 18 years and always maintain control of the horse and have contact with the horse's mouth.

## COMPLAINTS AND PROTESTS

- Any competitor or exhibitor may lodge a complaint in writing to the secretary of the show committee within 30 minutes of the completion of an event.
- The complaint must be accompanied by a fee, set by the organising committee, and is refundable if the protest is upheld.
- The complaint shall be heard by the committee conducting the show and may be dealt with as such committee may direct.
- The show committee conducting the event will deal with problems involving questions arising at a show not specifically covered by the rules and regulations of the Society.

### Complaints concerning Australian Stock Horse Accredited Judges.

A protest concerning an ASHS Judge may be made to the National Judges Panel (NJP) of the Society by an exhibitor, an agent, a rider, a handler, a trainer or a parent of a junior exhibitor (defined as a person who has not reached his 18th birthday) for any breach of the Judging Agreement. It must be:

- In writing
- Signed by the protestor
- Addressed to the Chairperson of the NJP.
- Received by the Society with seven (7) days of the alleged breach.

A protest must state the full name of the Judge, the subject of the protest or charge and contain a complete and definitive statement of the acts which constitute the alleged breach – precise details are necessary. The maker must be prepared to substantiate the protest or charge by personal testimony at a hearing or by sworn statements, witness or other evidence.

### Non-Protestable Decisions

- A defect in conformation or action of a horse, when determined by an official veterinarian of the show/event is not protestable.
- A Judge's opinion where a horse appears to have a defect in conformation or action is not protestable.
- The Judge's decision representing his individual preference is not protestable unless it is alleged to be in breach of the Society's Rules and Regulations (refer to Events Handbook).
- The Judge's decision made under the relevant Show Rules is not protestable.
- A protest with respect to the height of a horse may only be made to the Show Committee. The decision of the Show Committee shall not be reversible by the Society.

### Breaches

A breach is any act prejudicial to the best interest of the Judging Panel, including but not limited to the following:

- Breaches to the Society's Regulations, Codes of Conduct and conditions of the Judging Agreement.
- Breach of the Society's Rules and Regulations (refer to Events Handbook).
- Acting or inciting or permitting any other person to act in a manner contrary to the regulations and conditions of the Judging Agreement.
- Failure of the Judge to perform his duties at a show in accordance with the regulations and conditions of the Judging Agreement or those conditions agreed with the Show Committee at the time of accepting the invitation to judge.

## COMPETITIVE STATUS

### Competitive status for all stock horse events

**MAIDEN HORSE** – A maiden horse ceases to be a maiden when it has won an event except wins in restricted age events (see below). A horse may win a restricted age event ie 3 years and under, without affecting its status.

**NOVICE HORSE** – A novice horse ceases to be a novice when it has won 3 novice events or an open event. A restricted age event does not affect the competitive status of a horse.

**OPEN HORSE** – An open horse is a horse which has won three novice events or an open event. NOTE: Any horse which wins an event above its status cannot go back in status.



## PLACING OF AWARDS AND RIBBONS

Horses should be lined up in order of placings from the right with ample space between for the Judge to walk. In led classes the Judge may line the horses up head to tail with sufficient space between. Stewards should always ensure that horses standing in the ring are well spaced.

The Australian Stock Horse Society has adopted the following colour codes for ribbons and sashes in events:

### Placings

1st – Blue	5th – Green	9th – Orange
2nd – Red	6th – Brown	10th – Pink
3rd – White	7th – Black	
4th – Yellow	8th – Purple	

### Championships

Champion – Red, white and blue, Reserve Champion – Green  
Supreme Champion – Purple

## GENERAL PRESENTATION

### Presentation of horse as follows:

- The horse, at the very least, should be clean.
- The horse's chin, ears, legs, mane and tail should be trimmed or be neatly presented.
- In Led, Hack and Dressage classes, bandages and boots are not permitted.
- False tails are permitted.
- Protective leg gear permitted in Working and Cattle events only.

### Presentation of tack as follows:

- Tack does not have to be new or extremely expensive. Older tack, well cared for, usually looks and fits better.
- Ensure that the tack is correctly fitted and does not rub or disturb the horse.
- Make sure the tack used is suitable for the event.
- In Led classes, a show whip is permitted and must not exceed one metre in length. In Working classes, a riding whip is not permitted.

### Presentation of handler or rider as follows:

- The handler or rider's attire should be neat – understated dress always gives a more professional appearance. The handler or rider who conveys a neat, workmanlike impression will probably score higher in the Judge's initial mental assessment than that of a less tidy or flamboyant combination.
- The handler or rider's attire should be suitable for the type of class in which the combination is competing.
- Jewellery is out of place in the show ring and can be dangerous. If you must wear earrings, the tiniest of plain, discreet studs only are suitable.
- The handler/rider should have neat and tidy hair.
- When competing in Led ASH and ASH Hack classes, the horse and handler/rider may be presented in either the Australian

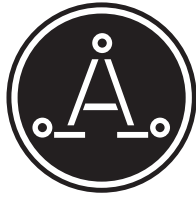
Stock Horse style or the English style, unless stipulated otherwise on the programme. In Working ASH classes, the horse and rider must be presented in the Australian Stock Horse style.

## JUDGING PROCEDURE

- Judging begins when the horses are led into the ring. As the horses are being led into the ring the Judge stands back far enough to get an overall view of the horses entering. This allows an immediate assessment of the horses to be judged.
- The horses should be worked around the ring as directed by the Judge. Competitors should avoid bunching in a group, so the Judge can see all the horses competing. A large class should be led on the circle for the Judge to select horses for an individual workout
- When the Judge has called competitors into the ring, they should form an orderly line from the right, leaving sufficient space between each horse so that the Judge can walk freely between the horses. No competitor should talk while waiting in the ring.
- Horses are inspected closely for soundness and overall conformation. The front and back legs should be observed while the horses are in motion.
- Judge should observe the action and behavior of the horse.
- Upon completion of all workouts the Judge will place the horses in order of merit.

### Notes for judges

- A Judge must know all the external points of a horse and have a good understanding of the characteristics that define the ASH Standard of Excellence.
- A Judge must know how a horse with excellent conformation should look and develop a mental image of the ideal ASH. The ability to judge will improve if you can compare the horse you see with the ideal image you have fixed in your mind.
- The Judge should be able to recognise any conformation faults of a horse, including straightness of legs, length of bones, angles of joints, desired muscling, length of neck and back and overall balance.
- Allowances should be made for minor blemishes due to previous injuries.
- Horses showing conformation faults in Led ASH classes should score lower in the Judge's mental assessment, ie, splay-footed, knock-kneed, narrow front, base wide, bow-kneed, calf kneed, cow hocked, pastern too straight, straight shoulder, ringbone, and the like.
- The horse's movement should be rhythmical while moving in a straight line. Horses showing movement faults should score lower in the Judge's assessment, ie, brushes legs, paddles, stringhalt, short stride, stiff action, etc.
- The Judge may ask a competitor to leave the ring if their horse has been found to be uneven in movement or becomes unruly at any stage or is dangerous to other competitors. The horse should not buck, bite, kick or refuse to comply.
- The horse should be relaxed and not show signs of nervousness. Young horses may show some signs of tension when taken to initial outings – anxiety, jumpy, pawing, whinnying, etc.



Australian Stock Horse  
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LED

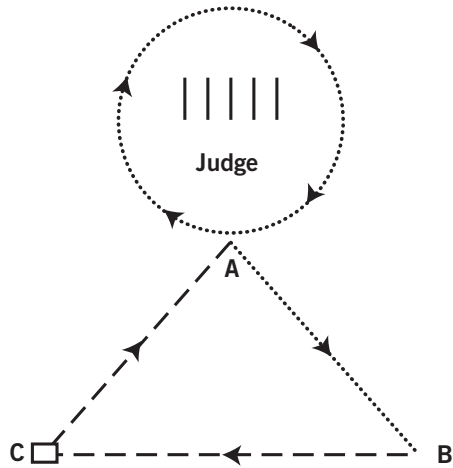
## LED SECTION

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.....	Walk (Light Rein Contact)
~~~~~	Walk on Loose Rein
-----	Trot (Light Rein with Soft Frame)
-----	Trot Lengthen Stride
=====	Canter (Light Rein with Soft Frame)
-----	Canter Lengthen Stride (Stride Lengthened with Riders Seat)
=====	Gallop or Hand Gallop (As specified in Pattern Description)
mm	Rein Back
□	Halt or Stop



## Pattern Led L1



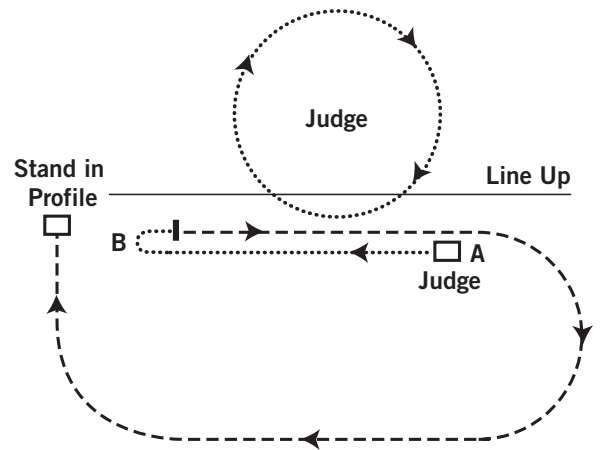
- 1 All horses will Walk the ring clockwise of the Judge for an overview. Horses selected for final consideration will line up in centre of ring behind the Judge.
- 2 Each horse will Walk forward for closer inspection. Horses will commence from A. Walk out to marker B, Trot across to marker C.
- 3 Halt and stand in profile to the Judge for a few seconds. Trot back to marker A. Halt in front of Judge before returning to the line up.

Horse Name and Number

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Australian Stock Horse Society

## Pattern Led L2



- 1 Walk entire class on circle in a clockwise direction of the Judge for an overview.
- 2 Halt entire class in line in ring or to one side.
- 3 Each horse individually to be presented to the Judge at A for closer inspection. Walk horse to B turning right and Trotting straight back to the Judge and passing the Judge and continuing at Trot around entire area to rejoin the lineup.
- 4 All horses will stand in line up in profile (nose to tail) to Judge for final selection.
- 5 Place getters will Walk forward to be presented.

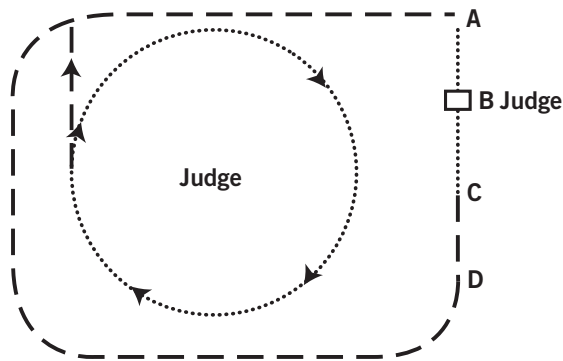
Horse Name and Number

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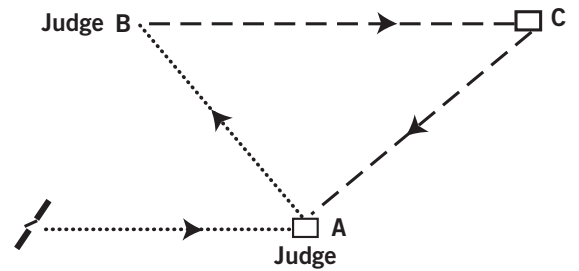
## Pattern Led L3



Progressive Judging System

- 1 Every horse to be Judged individually. Horses enter the ring in single file and Walk in a clockwise direction of the Judge for an overview.
- 2 All horses will form a line behind ring with first horse on Marker A. At Judges instruction the horse is Walked straight to the Judge and stops at Marker B, to be stood and presented to the Judge for closer inspection.
- 3 The horse will then be Walked away from Judge to Marker C and Trot straight toward Marker D and continue around Marker D and continue in large half circle at Trot to join the back of the line.
- 4 Each horse will progressively move forward to Marker A and wait Judges instruction.
- 5 At completion of the last horse to work, the horses should already be in a line nose to tail in profile for Judges final inspection and selection.

## Pattern Led L4



- 1 All horses will parade around entire area of Judging to be presented for overview.
- 2 All horses will then be marshalled outside work area and enter through the gate one at a time for Judging.
- 3 The horse will Walk from the gate to the Judges at Marker A and present for inspection.
- 4 Horse will Walk from Marker A to Marker B angling slightly left. Turn right at Marker B and Trot to Marker C.
- 5 At Marker C Stop and stand horse in profile (side on).
- 6 On Judges instruction Trot straight back to Judges and halt to be dismissed.

### HORSES WILL BE SCORED OUT OF A POSSIBLE 100 POINTS.

Consideration will be given to Type, Conformation, Manners, Presentation and Overall Impression.

POSSIBLE POINTS	ALLOCATED POINTS
100	_____

Horse Name and Number

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Australian Stock Horse Society

Horse Name and Number

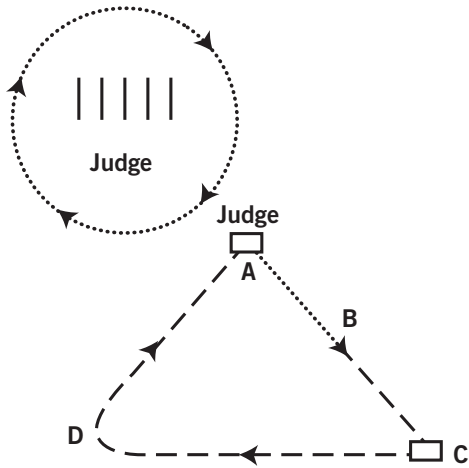
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Australian Stock Horse Society

# Pattern Led L5



Australian Stock Horse  
SOCIETY



- 1 All horses will Walk the ring clockwise of the Judge for an overview. Horses selected for final consideration will be lined up in centre of ring behind the Judge.
- 2 Each horse will Walk forward for closer inspection. Horses will commence from A. Walk out to B. Trot away from Judge onto C and Halt.
- 3 Stand in profile to the Judge for a few seconds, then Trot in a loop around D and back to Judge. Halt in front of Judge before returning to the line up.

## HACK SECTION

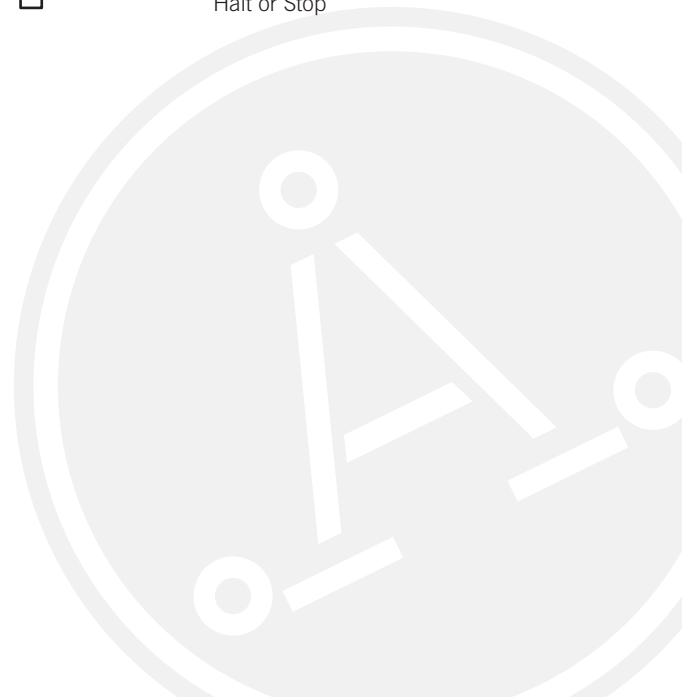
.....	Walk (Light Rein Contact)
~~~~~	Walk on Loose Rein
-----	Trot (Light Rein with Soft Frame)
- - - - -	Trot Lengthen Stride
=====	Canter (Light Rein with Soft Frame)
- . - . - .	Canter Lengthen Stride (Stride Lengthened with Riders Seat)
=====	Gallop or Hand Gallop (As specified in Pattern Description)
	Rein Back
□	Halt or Stop

HACK

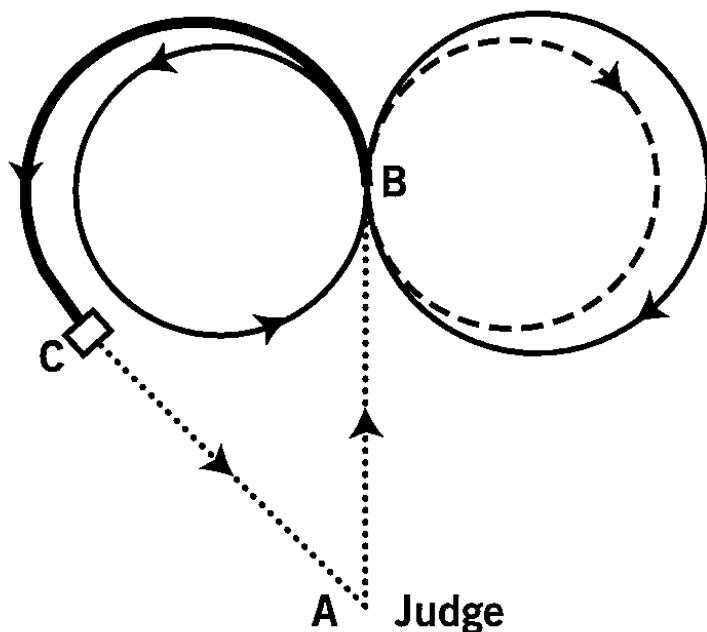
Horse Name and Number

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Australian Stock Horse Society



# Hack Pattern H1



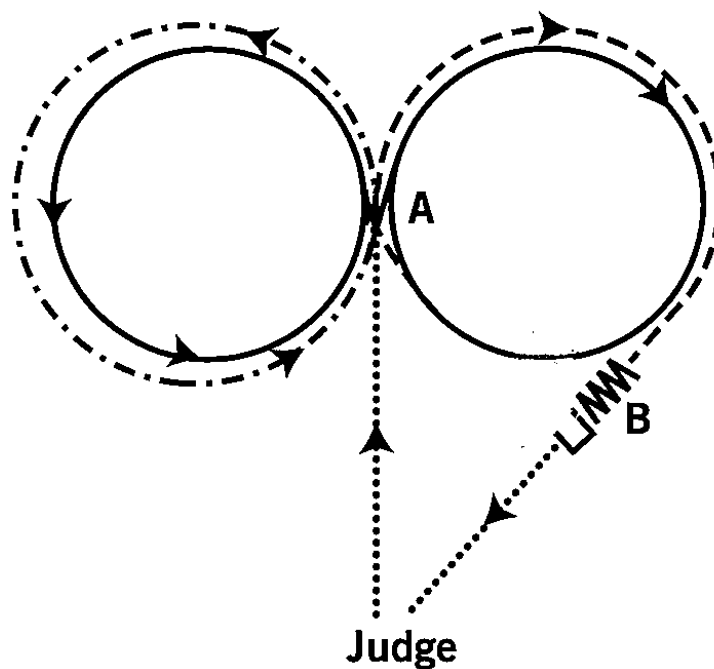
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk from A to B	10	_____
3 Trot circle right back to B	10	_____
4 Canter circle left	10	_____
5 At B change lead (select simple or flying change)	10	_____
6 Canter circle right	10	_____
7 At B change lead (alternate style to point 5)	10	_____
8 Hand Gallop part circle left to C	10	_____
9 At C Halt facing Judge and settle	10	_____
10 Walk back to Judge on a light rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



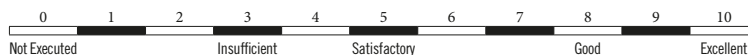
Australian Stock Horse

# Hack Pattern H2



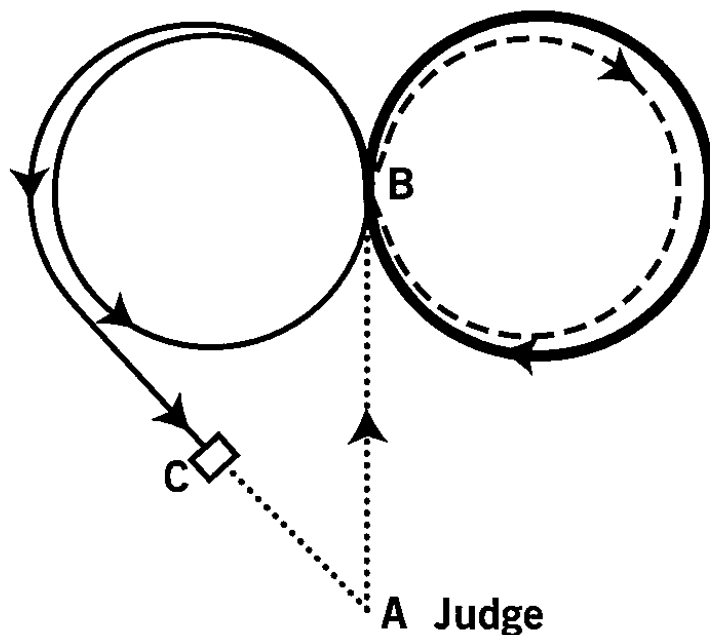
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to A	10	_____
3 At A Canter circle left	10	_____
4 At A simple change	10	_____
5 Canter circle right	10	_____
6 At A flying change	10	_____
7 Lengthen Canter circle left	10	_____
8 At A Trot and half circle right	10	_____
9 At B Halt, Rein back 4 paces	10	_____
10 Walk back to Judge	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H3



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk from A to B. Trot circle right at B	10	_____
3 Canter circle left to B	10	_____
4 Flying change	10 x 2 (20)	_____
5 After change Hand Gallop circle right	10	_____
6 At B flying change	10	_____
7 After change Canter left to C	10	_____
8 Halt and settle	10	_____
9 Walk back to Judge on a light rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

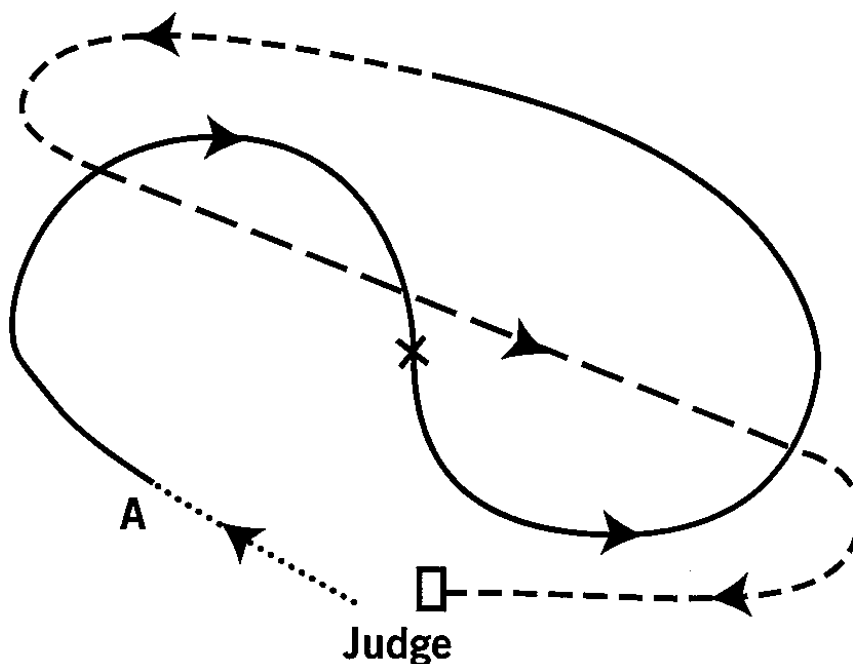
Horse Name and Number



Australian Stock Horse



# Hack Pattern H4



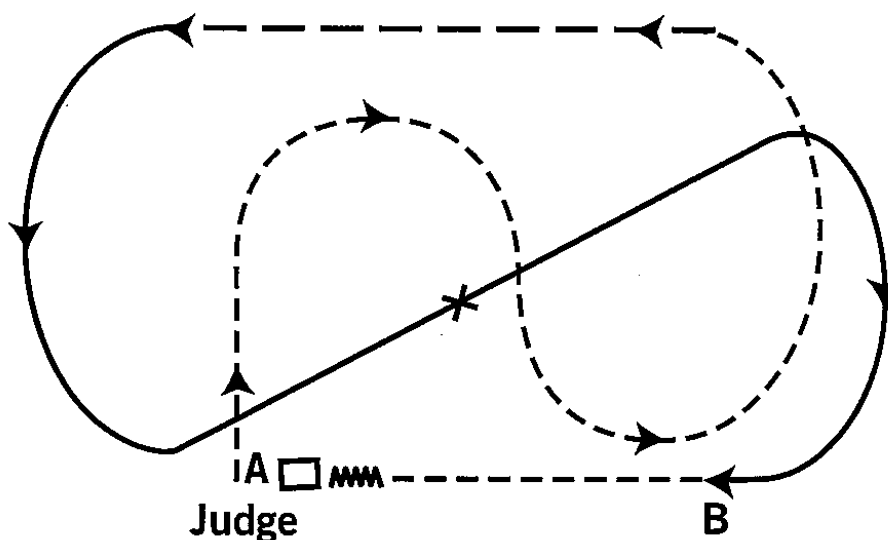
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk from Judge to A. At A Canter right lead half circle to X	10	_____
3 At X Flying change	10 x 2 (20)	_____
4 Canter left half circle and continue along back of area	10	_____
5 Halfway along back of area Trot	10	_____
6 Track left down diagonal and lengthen stride	10 x 2 (20)	_____
7 Turn right and Trot back to Judge	10	_____
8 Halt in profile	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H5



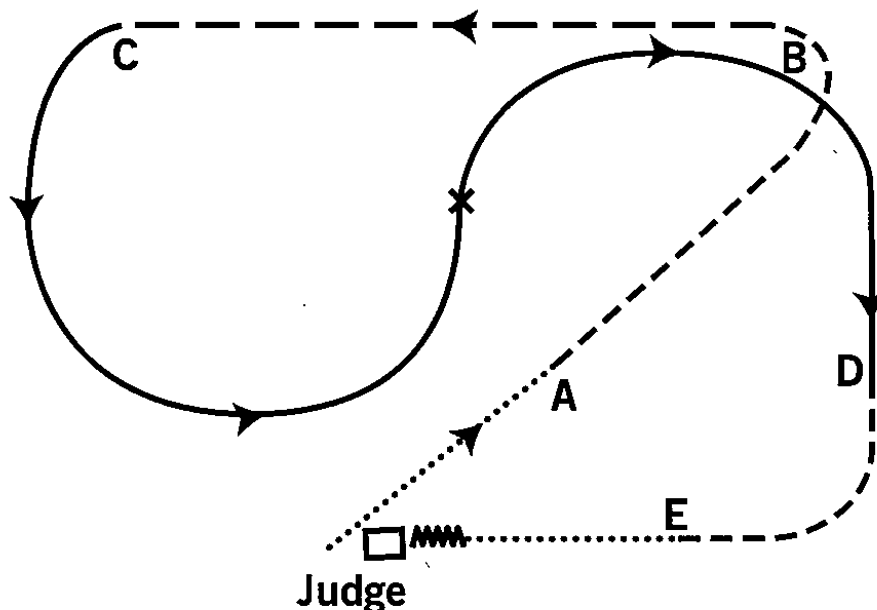
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Trot two loop serpentine	10	_____
3 Lengthen Trot along the back of area	10 x 2 (20)	_____
4 At the corner Canter half circle left	10	_____
5 Change rein across the diagonal with simple change at 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	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H6



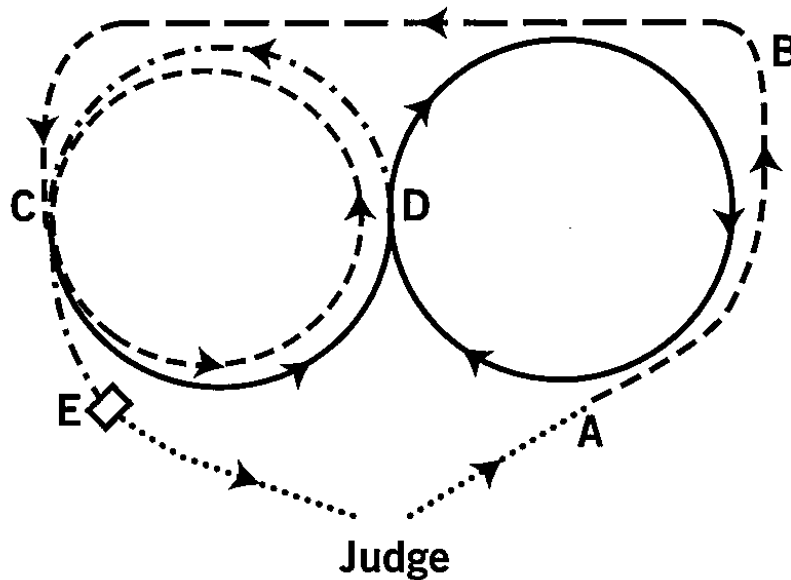
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk to A	10	_____
3 At A Trot to B, turn left	10	_____
4 Lengthen Trot along back of arena to C	10 x 2 (20)	_____
5 At C Canter loop to the left	10	_____
6 At X Simple change through Trot to the right	10	_____
7 Canter loop to the right and continue to D	10	_____
8 At D Trot and continue around to E and Walk to Judge and Halt	10	_____
9 Rein back 4 paces	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H7



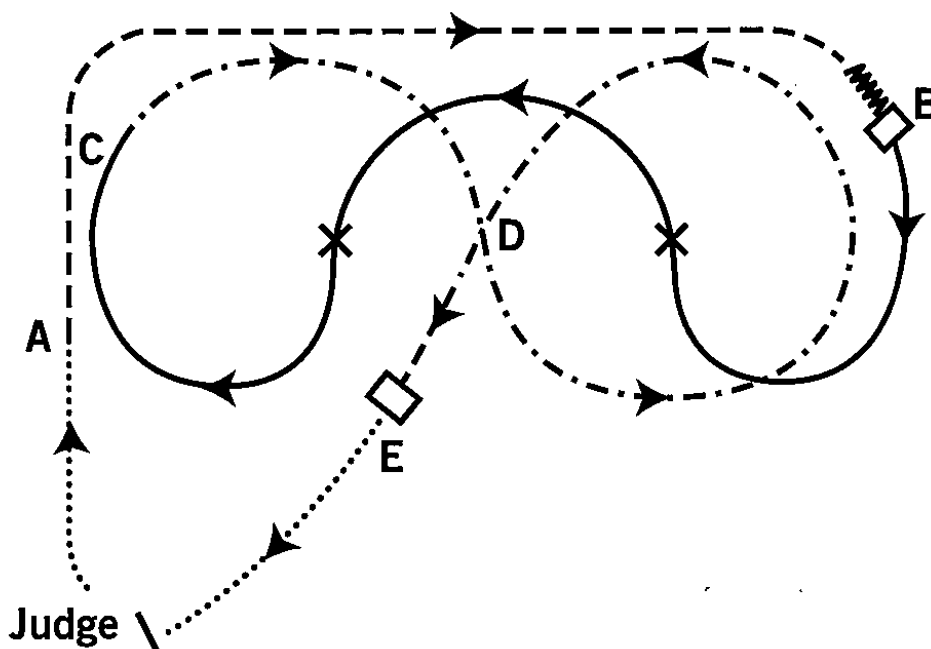
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk to A. At A Trot to B, turn left	10	_____
3 Lengthen Trot across back of arena, Trot turn left to C	10 x 2 (20)	_____
4 At C Trot a circle left	10	_____
5 At C Canter a half circle left to D. At D simple change through Trot to the right	10	_____
6 Canter circle right. At D simple change through Walk to the left	10 x 2 (20)	_____
7 Lengthen Canter half a circle, continue through to E	10	_____
8 At E Halt and Walk back to Judge on a light rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H8



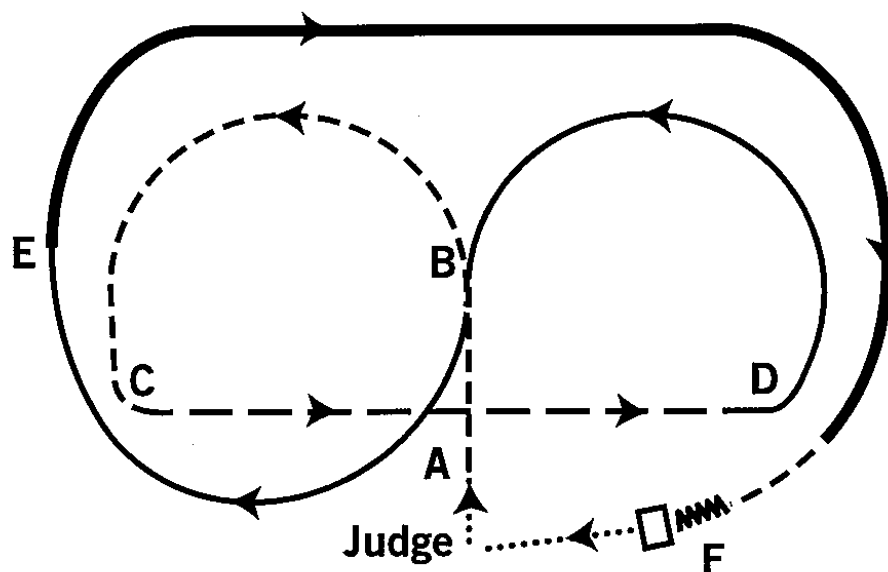
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk to A. At A Trot around to B	10	_____
3 At B Halt and Rein back 2 metres	10	_____
4 Strike off Canter right lead and Canter a 2 loop serpentine with 2 different changes at X's	10 x 2 (20)	_____
5 At C lengthen Canter and half circle to D	10	_____
6 At D Flying change	10 x 2 (20)	_____
7 Lengthen Canter and circle left to E	10	_____
8 At E Halt and settle	10	_____
9 Walk back to Judge on a light rein	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H9



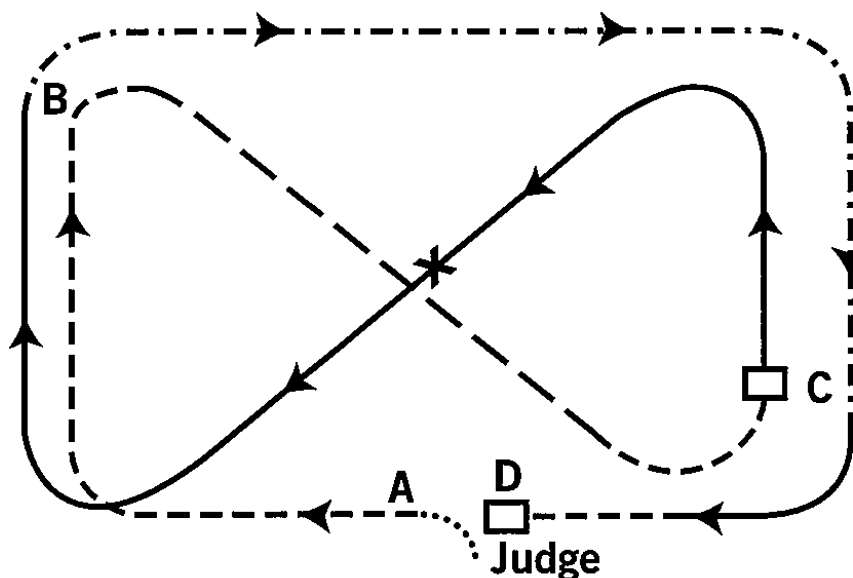
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk to A Trot to B	10	_____
3 At B Trot half circle left to C	10	_____
4 At C turn left and lengthen Trot to D	10 x 2 (20)	_____
5 At D Canter left half circle to B	10	_____
6 At B Flying change	10 x 2 (20)	_____
7 Canter half circle right to E	10	_____
8 At E Hand Gallop around arena to F	10	_____
9 At F Halt and Rein back 3 metres	10	_____
10 Walk back to Judge on a light rein	10	_____
<b>TOTAL</b>	<b>120</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H10



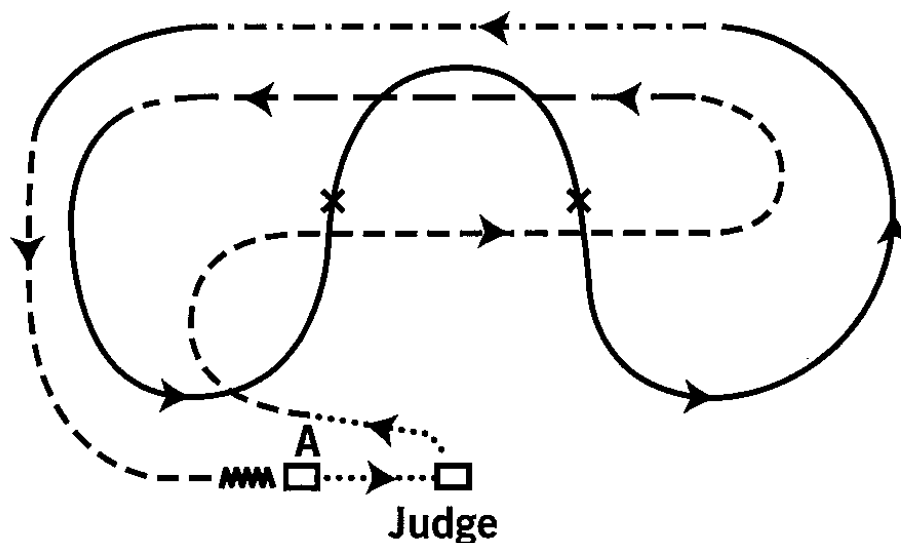
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk to A. At A Trot around to B, turn right	10	_____
3 Lengthen Trot across diagonal, back to Trot on corner left, at C and Stop	10 x 2 (20)	_____
4 Strike off to Canter left lead, Canter on, turning left across the diagonal with a simple change in centre at X	10 x 2 (20)	_____
5 Canter around to B	10	_____
6 At B lengthen Canter around arena to C	10	_____
7 At C down through the transitions to D	10	_____
8 At D Halt in profile to Judge	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H11



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk away on off rein tracking left. At A Trot half circle right then across centre in straight line	10	_____
3 Turn left and lengthen Trot along top side	10 x 2 (20)	_____
4 At corner Canter on left rein, a 3 loop serpentine with 2 simple changes through Trot at X's	10 x 2 (20)	_____
5 Lengthen Canter along top side	10	_____
6 Canter on corner back to Trot	10	_____
7 At A Halt and Rein back 4 paces	10	_____
8 Walk to Judge and Halt in profile	10	_____
<b>TOTAL</b>	<b>100</b>	_____

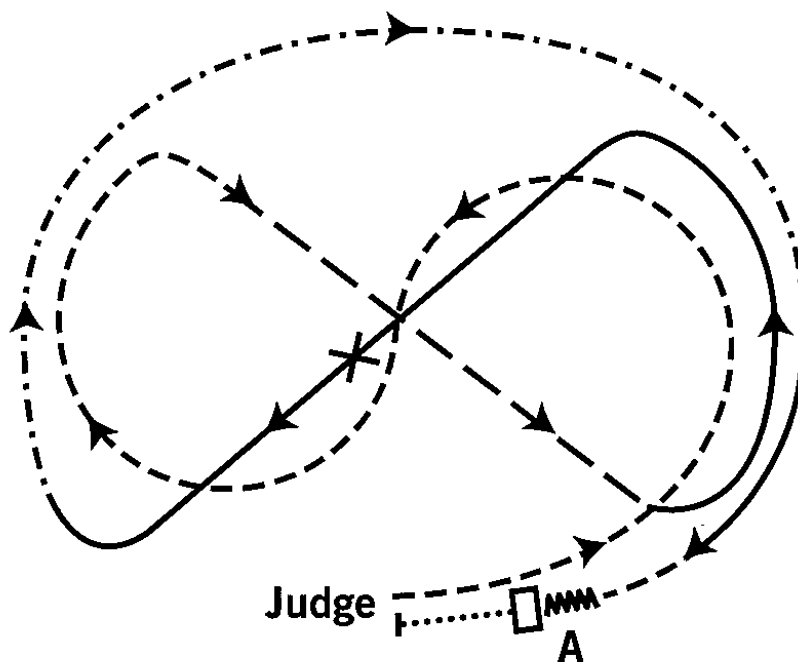
Horse Name and Number



Australian Stock Horse



# Hack Pattern H12



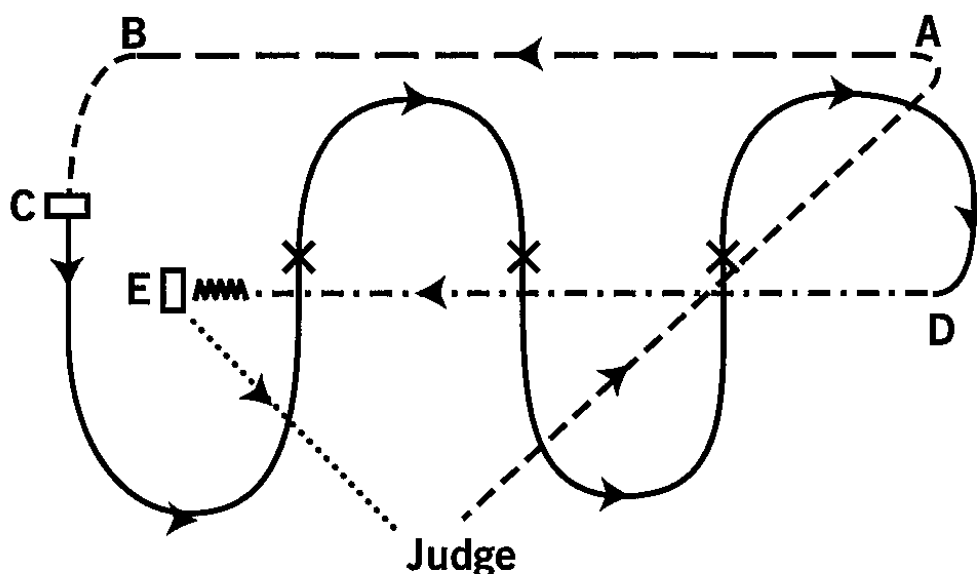
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Trot half loop left Change rein, Trot half loop right	10	_____
3 Turn right, down through diagonal, lengthen Trot	10 x 2 (20)	_____
4 Track left and Canter half loop down through diagonal	10	_____
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	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H13



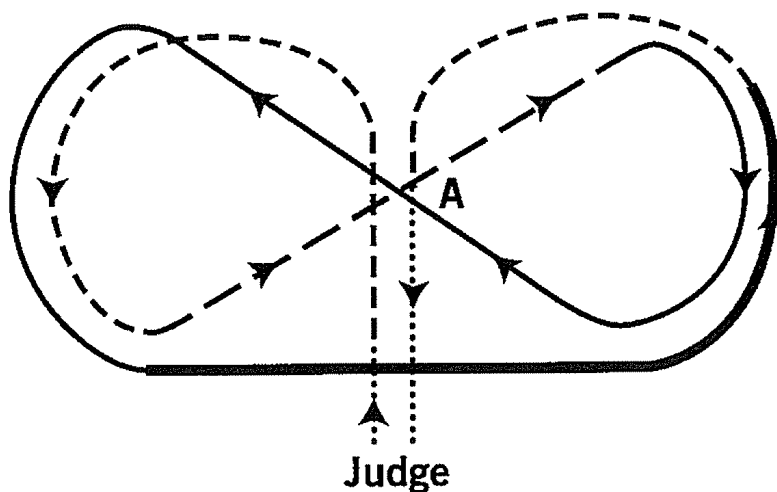
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Trot to A and turn left	10	_____
3 Lengthen Trot across back of area to B	10 x 2 (20)	_____
4 At B Trot to C and Halt	10	_____
5 At C strike off Canter left lead, and Canter a four loop serpentine with 3 different changes (Walk through, Trot through and Flying)	10 x 2 (20)	_____
6 At D turn right, lengthen Canter to E	10	_____
7 At E Halt and Rein back 3 metres	10	_____
8 Walk back to Judge on a light rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H14



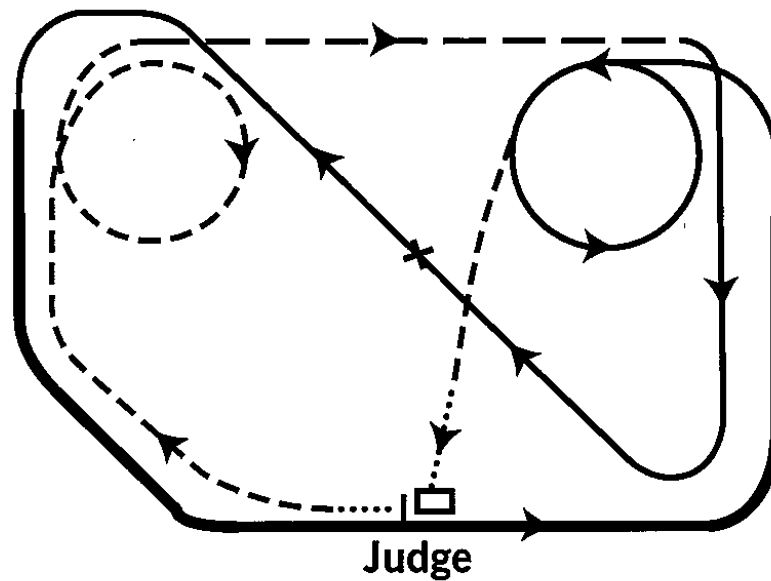
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk away a short distance and Trot three quarter circle left	10	_____
3 Turn left, Lengthen Trot across diagonal	10 x 2 (20)	_____
4 Track right and Canter right three quarter circle and Canter across diagonal	10	_____
5 Flying change at A continue along diagonal	10 x 2 (20)	_____
6 Track left, Hand Gallop around arena passing Judge to top corner	10 x 2 (20)	_____
7 Trot at top corner, continue around to A. At A Walk back to Judge on a light rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H15



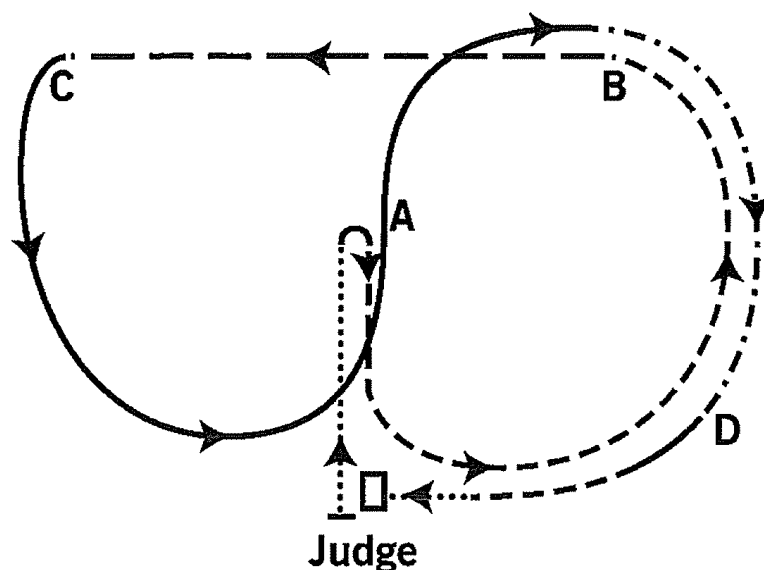
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk away short distance and pick up Trot	10	_____
3 At top left corner of arena, Trot circle right	10	_____
4 Lengthened Trot across top of the arena	10 x 2 (20)	_____
5 Right lead Canter at corner and along side of arena, turn right up the diagonal	10	_____
6 At X flying change and continue on straight line of diagonal	10 x 2 (20)	_____
7 At top left corner of arena track left and half way along side of arena Hand Gallop around arena past the Judge and track left	10 x 2 (20)	_____
8 Canter before top right corner then Canter circle left	10	_____
9 After circle Trot down through centre of arena and Walk back to Judge on a light rein and Halt	10	_____
<b>TOTAL</b>	<b>120</b>	_____

Horse Name and Number



Australian Stock Horse

# Hack Pattern H16

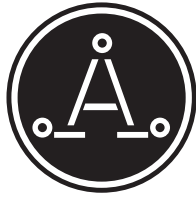


	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Walk to A and Halt	10	_____
3 Turn on the forehand to the right	10 x 2 (20)	_____
4 Trot back toward Judge, turn left and continue around to B	10	_____
5 At B lengthen Trot along back of arena to C	10 x 2 (20)	_____
6 At C Canter left half circle to A Simple change through Trot	10	_____
7 After A Lengthen Canter three quarter circle to D	10	_____
8 At D down through transitions to Walk. Walk back to Judge on a light rein and Halt in profile	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse



Australian Stock Horse  
SOCIETY

## WORKING SECTION

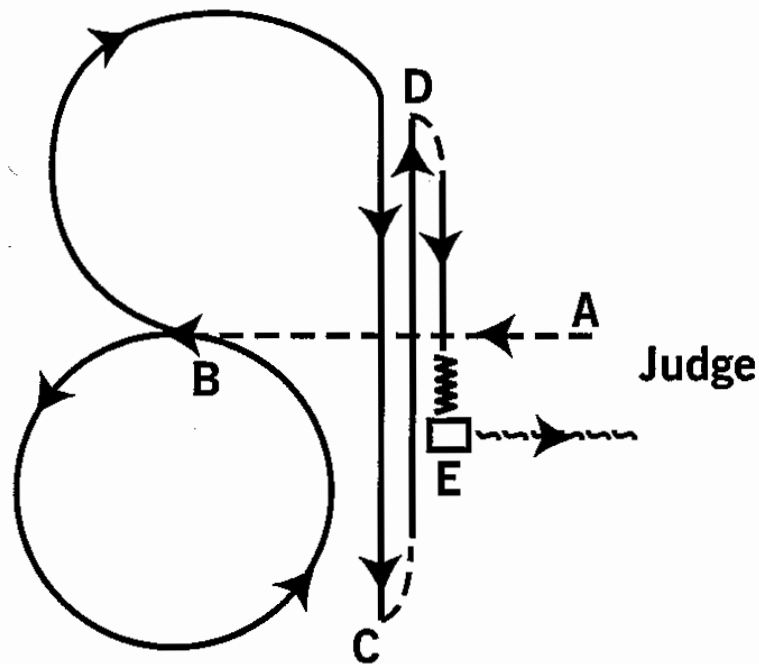
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.....	Walk (Light Rein Contact)
~~~~~	Walk on Loose Rein
-----	Trot (Light Rein with Soft Frame)
-----	Trot Lengthen Stride
=====	Canter (Light Rein with Soft Frame)
-----	Canter Lengthen Stride (Stride Lengthened with Riders Seat)
=====	Gallop or Hand Gallop (As specified in Pattern Description)
mmmm	Rein Back
□	Halt or Stop

WORKING



# Working Pattern - W1



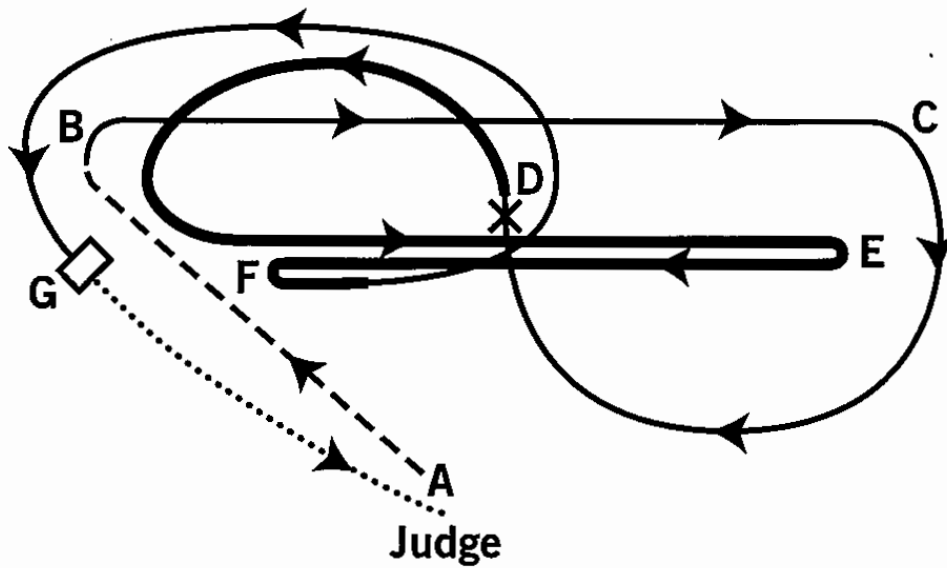
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Trot from A with light rein contact	10	_____
3 At B Canter circle to left	10	_____
4 Simple change at B, three quarter circle to right and continue straight on to C	10	_____
5 At C Stop and roll back to left	10 x 2 (20)	_____
6 Canter straight to D and Stop and roll back to right	10 x 2 (20)	_____
7 Canter to E, Stop, settle and back up 4 paces	10	_____
8 Walk to Judge on a loose rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W2



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Trot out to B on a loose rein	10	_____
3 At B turn right and Canter straight to C. At C Canter half circle on right rein to D	10	_____
4 At D Flying change	10 x 2 (20)	_____
5 After D Hand Gallop half circle and across to E	10	_____
6 At E Haunch turn right	10 x 2 (20)	_____
7 Across to F Haunch turn left	10 x 2 (20)	_____
8 Continue at Canter circle left around to G	10	_____
9 At G Stop and settle	10	_____
10 Walk back to Judge on a light rein cracking whip	10 x 2 (20)	_____
<b>TOTAL</b>	<b>140</b>	_____

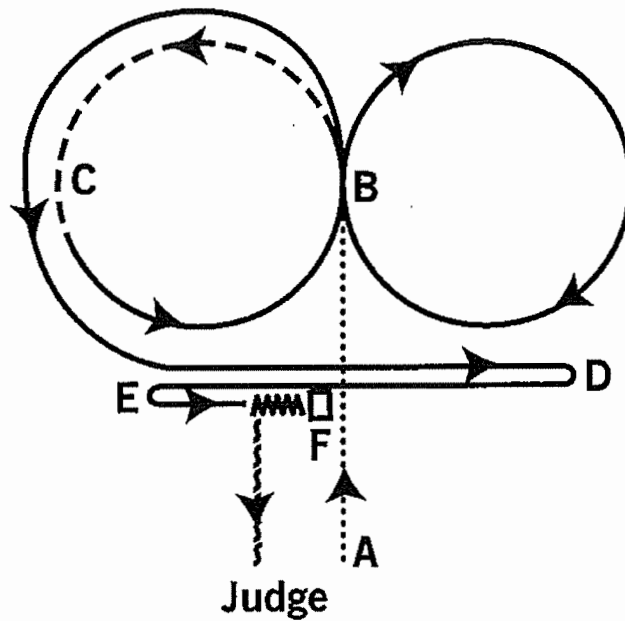
Horse Name and Number



Australian Stock Horse



# Working Pattern - W3



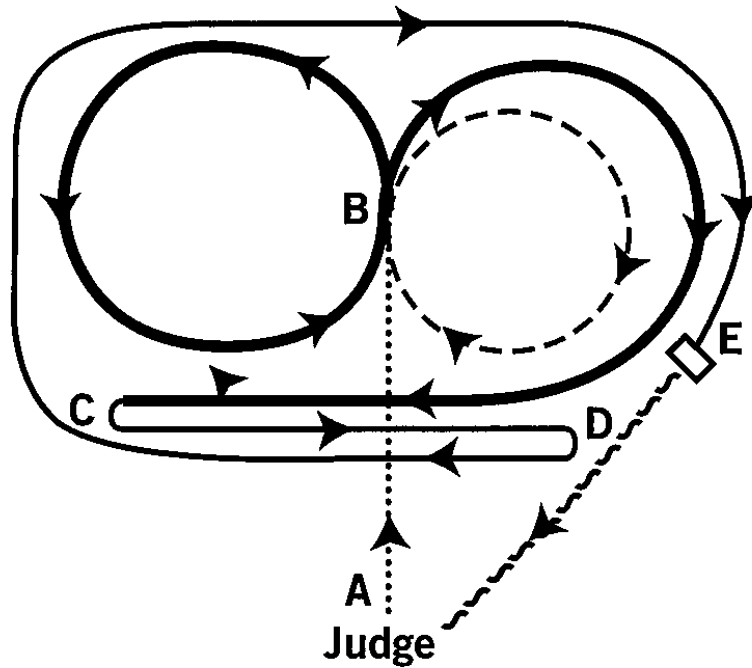
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk from A to B. At B Trot left half circle to C	10	_____
3 At C Canter to B. At B simple change	10	_____
4 Canter right circle to B and Flying change	10	_____
5 Canter left to D. At D Haunch turn right	10 x 2 (20)	_____
6 Canter to E. At E Haunch turn left	10 x 2 (20)	_____
7 Canter to F and Stop, settle, rein back 4 paces	10	_____
8 Walk to Judge on loose rein, cracking whip	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W4



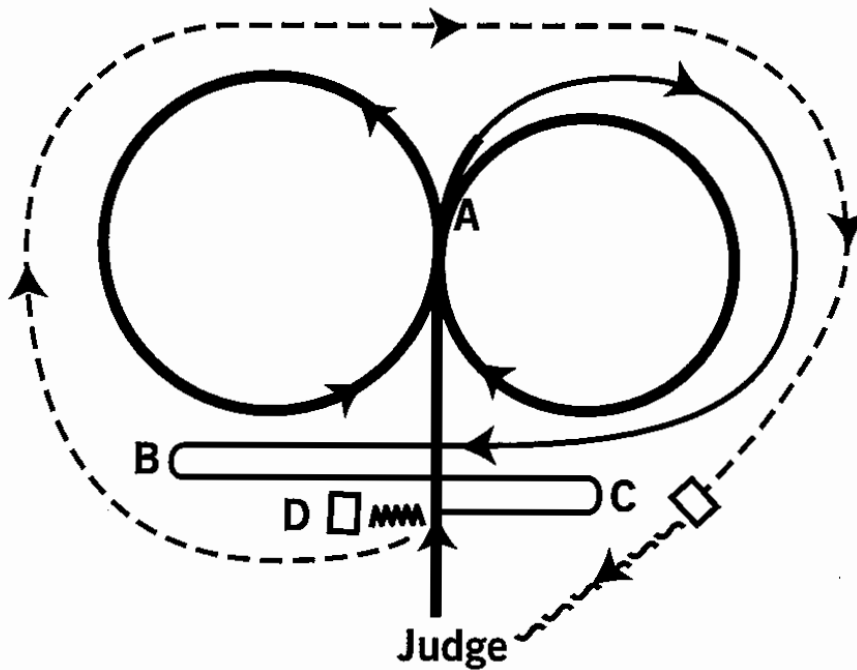
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk from A to B. At B Trot circle to the right	10	_____
3 At B Hand Gallop circle left	10	_____
4 At B Flying change and Hand Gallop right to C	10	_____
5 At C Stop, roll back left and Canter to D	10 x 2 (20)	_____
6 At D Stop, roll back right	10 x 2 (20)	_____
7 Continue at Canter right round pattern to E	10	_____
8 At E Stop, settle and Walk back to Judge on a loose rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W5



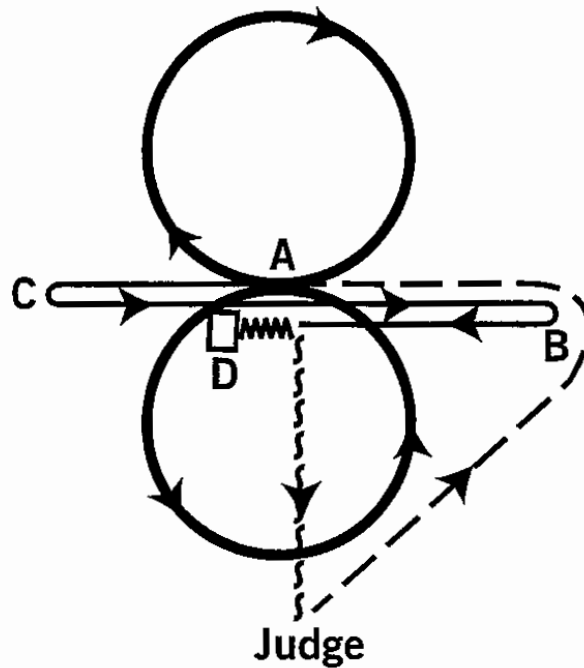
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 From Judge Hand Gallop to A. At A circle right	10	_____
3 At A Flying change left, Hand Gallop circle to A	10	_____
4 At A Flying change right, Canter three quarter circle right, continue to B	10	_____
5 At B Haunch turn left and Canter to C	10 x 2 (20)	_____
6 At C Haunch turn right and Canter to D	10 x 2 (20)	_____
7 At D Stop, settle and back up 4 metres, then settle	10	_____
8 Trot right round work pattern to C	10	_____
9 At C Stop, Walk back to Judge on a loose rein	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W6



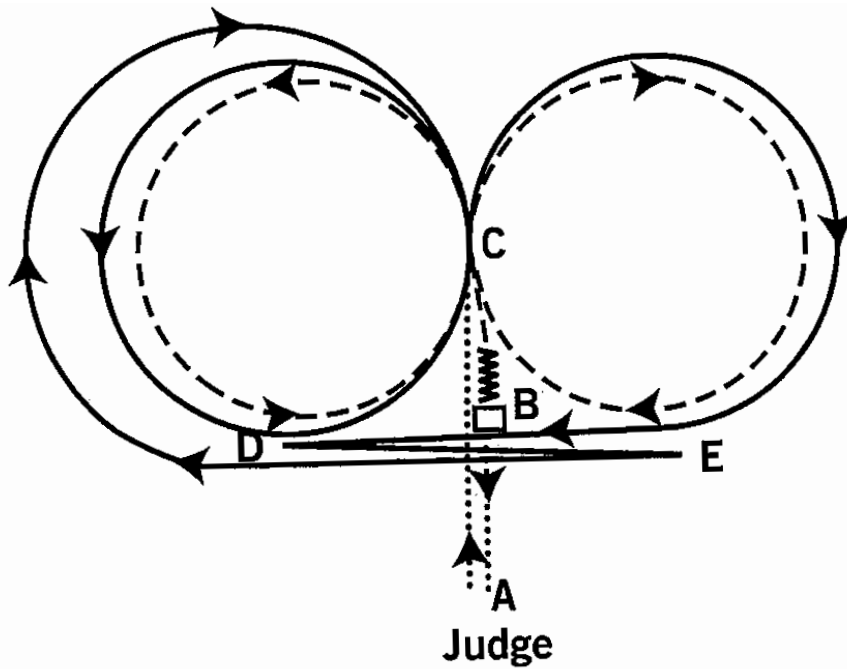
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Trot out and around B to A	10	_____
3 Hand Gallop circle right	10	_____
4 At A Flying change	10	_____
5 Hand Gallop circle left	10	_____
6 From A continue on a straight line. At C Haunch turn left	10	_____
7 Canter straight line to B and Haunch turn to the right	10	_____
8 Canter to D and Stop, settle, and Rein back	10 x 2 (20)	_____
9 Turn to Judge and Walk back on a loose rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W7



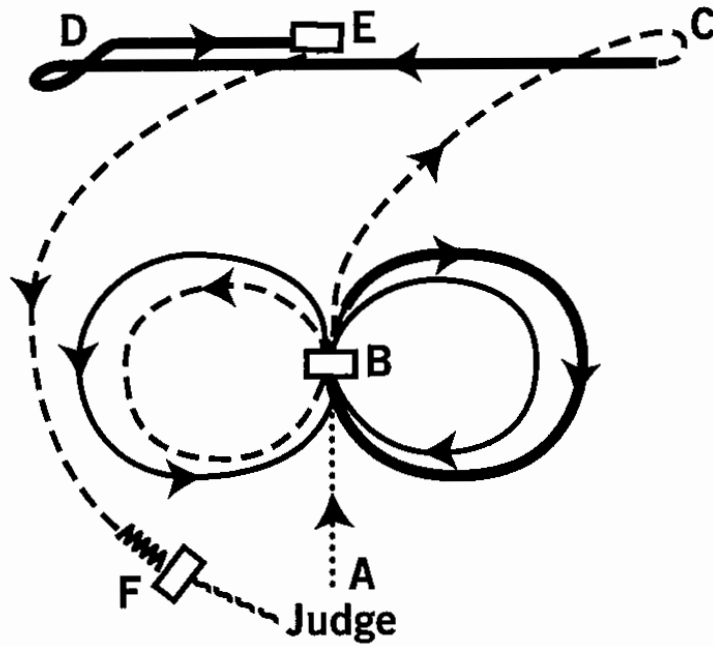
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to C cracking whip	10	_____
3 At C Trot circle to left	10	_____
4 At C Canter circle to left	10	_____
5 At C Trot circle to right	10	_____
6 At C Canter three quarter circle to right and straight on to D	10	_____
7 At D Haunch turn to left	10 x 2 (20)	_____
8 Canter straight to E. At E Haunch turn to right	10 x 2 (20)	_____
9 Canter round to C and Trot straight to B	10	_____
10 At B Stop, Rein back 3 paces, Walk to A	10	_____
<b>TOTAL</b>	<b>120</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W8



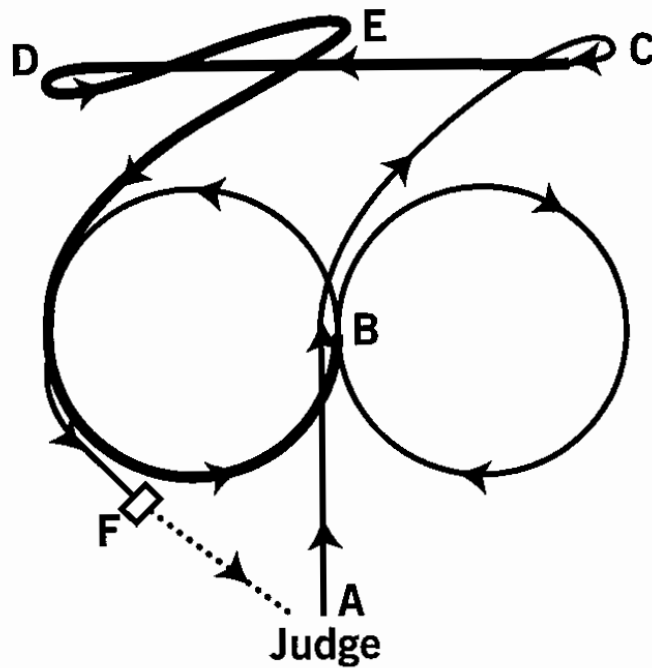
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk from A to B. Trot circle to left	10	_____
3 At B Canter circle to right. At B simple change	10	_____
4 Canter circle to left. At B Flying change	10 x 2 (20)	_____
5 Hand Gallop circle to right. At B Stop	10	_____
6 Trot to C, roll back right and Hand Gallop to D	10	_____
7 Haunch turn to left and Hand Gallop to E and Stop	10 x 2 (20)	_____
8 Trot to F, Stop and Rein back 3-5 paces	10	_____
9 Return to A on a loose rein and Stop	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W9



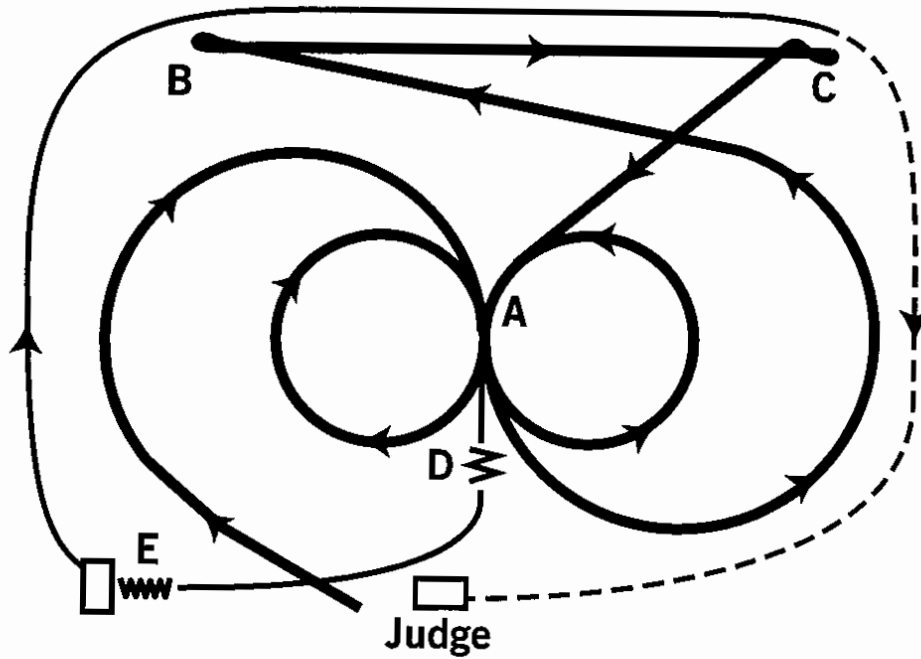
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 From A Canter to C, roll back to right	10	_____
3 Hand Gallop to D and Haunch turn left	10 x 2 (20)	_____
4 Hand Gallop to E and Haunch turn right	10 x 2 (20)	_____
5 Hand Gallop loop to B. At B Flying change and Canter circle right	10	_____
6 At B Flying change and Canter half circle left	10 x 2 (20)	_____
7 Canter on to F and Stop	10	_____
8 Walk back to Judge on a light rein cracking whip	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W10



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 From Judge Hand Gallop loop right round to A and Hand Gallop circle right	10	_____
3 At A Flying change and Hand Gallop circle left	10	_____
4 From A continue large three quarter circle left to B. At B Haunch turn left	10 x 2 (20)	_____
5 Hand Gallop to C and Haunch turn right	10 x 2 (20)	_____
6 Continue from C at Hand Gallop to D and do 2 quick turns each way	10 x 2 (20)	_____
7 From D Canter to E and Stop, settle and Rein back 4 steps	10	_____
8 From E slow Canter on right lead round work area to C. At C Trot back to Judge and Halt	10	_____
<b>TOTAL</b>	<b>110</b>	_____

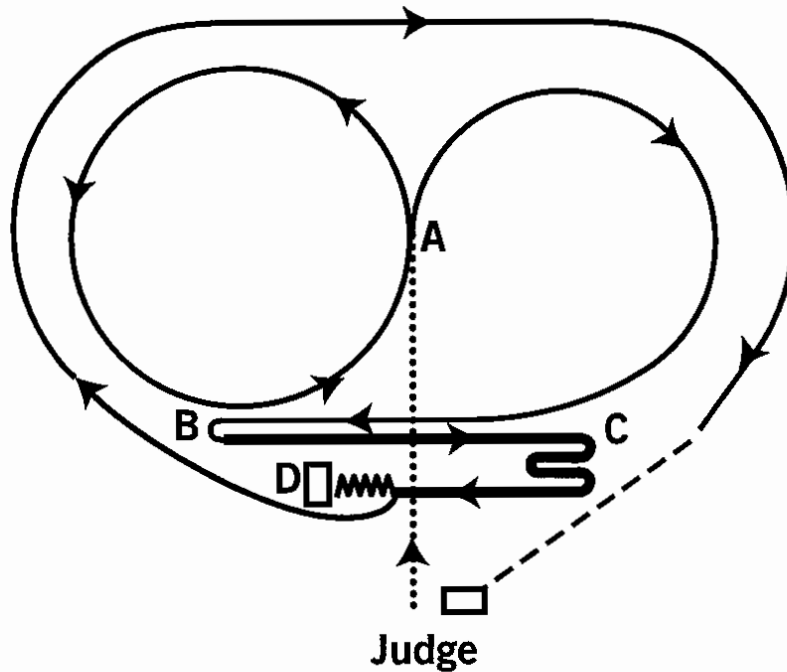
Horse Name and Number



Australian Stock Horse



# Working Pattern - W11



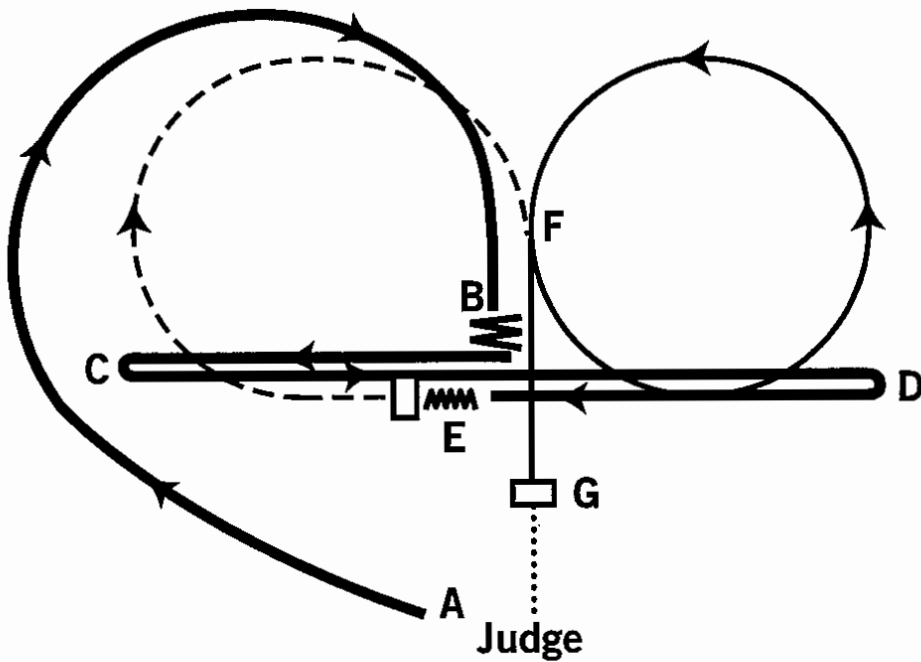
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk out to A cracking whip	10	_____
3 Canter circle left	10	_____
4 At A simple change	10	_____
5 Canter three quarter circle to right and continue on to B. At B Stop and roll back left	10 x 2 (20)	_____
6 Hand Gallop to C and do 2 quick Haunch turns in either direction (as if working beast)	10 x 2 (20)	_____
7 Hand Gallop to D, Stop settle and Rein back 4 metres	10	_____
8 From D Canter on light rein around area to C. Trot back to Judge and Stop	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W12



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 From A Gallop around to B in a large loop right	10	_____
3 At B work imaginary beast 4 turns	10 x 2 (20)	_____
4 Gallop to C, Haunch turn left	10 x 2 (20)	_____
5 Gallop to D, Haunch turn right	10 x 2 (20)	_____
6 At E Stop, settle and Rein back 5 metres	10	_____
7 From E Trot right loop to F. At F Canter circle left and continue on to G	10	_____
8 At G Stop and Walk to Judge on light rein cracking whip	10	_____
<b>TOTAL</b>	<b>110</b>	_____

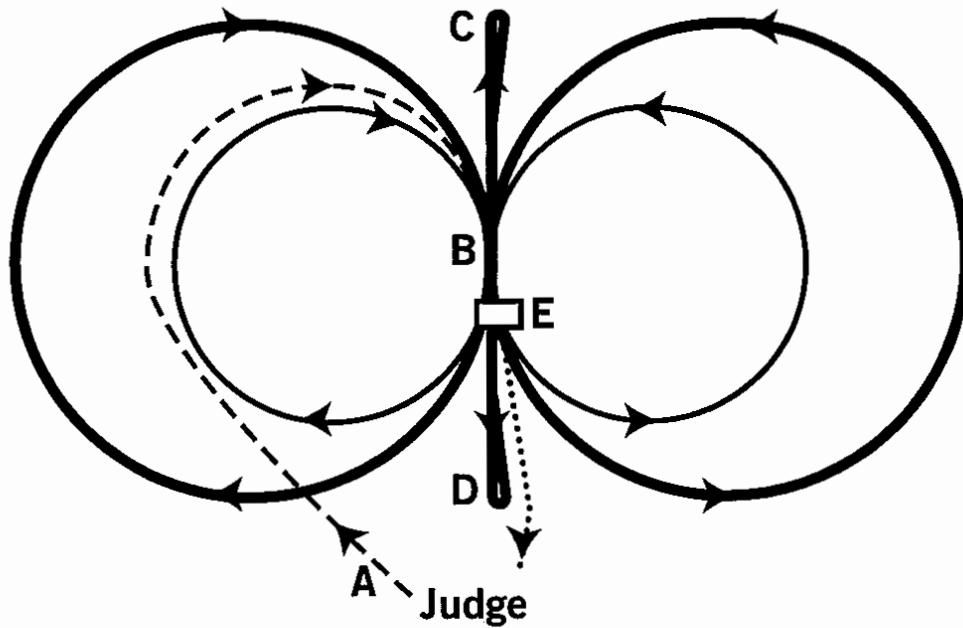
Horse Name and Number



Australian Stock Horse



# Working Pattern - W14



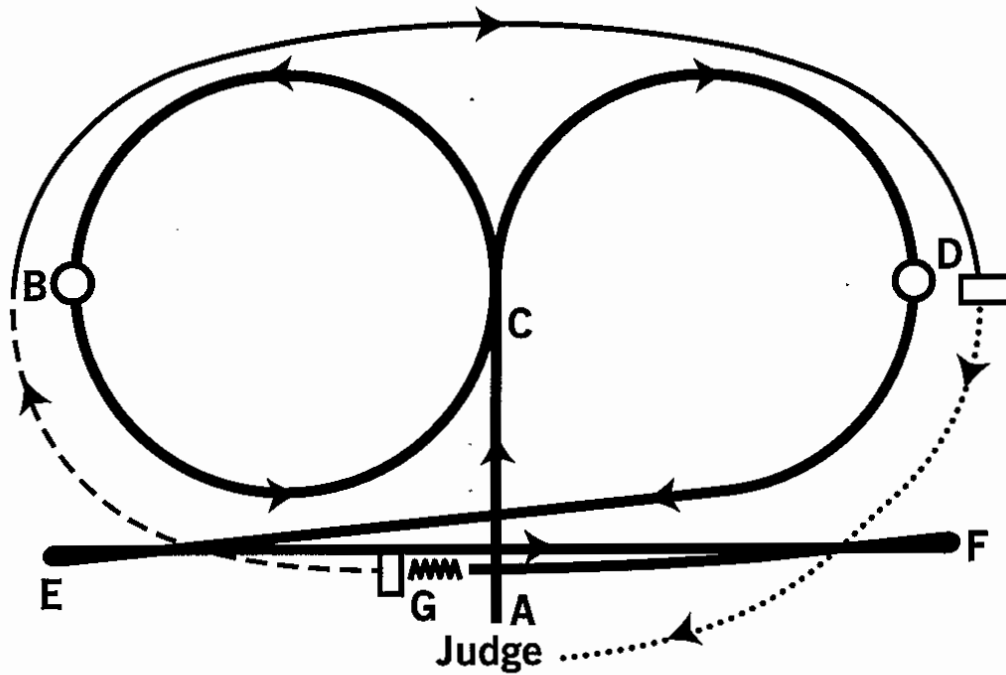
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 From A, Trot three quarter circle to B cracking whip	10	_____
3 At B Canter circle right	10	_____
4 At B Gallop circle right	10	_____
5 At D Haunch turn right	10 x 2 (20)	_____
6 At C Haunch turn left	10 x 2 (20)	_____
7 At B Canter circle left	10	_____
8 At B Gallop circle left	10	_____
9 At E Stop, settle horse and Walk back to Judge on a light rein	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W15



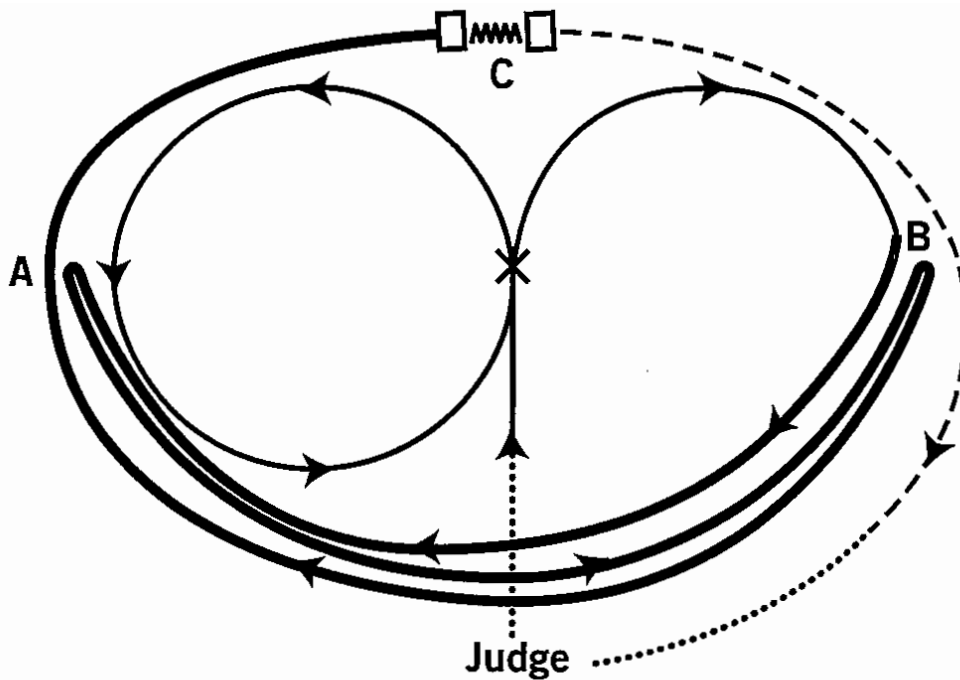
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 From A, Gallop loop left to B. At B 360° spin to the left	10 x 2 (20)	_____
3 Continue circle at Gallop through C and Flying change right	10	_____
4 At D 360° spin to the right	10 x 2 (20)	_____
5 Continue at Gallop to E and Haunch turn left	10 x 2 (20)	_____
6 Continue at Gallop to F and Haunch turn right	10 x 2 (20)	_____
7 Continue at Gallop to G, Stop, settle, and rein back 5 metres	10	_____
8 Continue at Trot around to B and Canter one handed right round area to D	10	_____
9 At D Stop, Walk back to Judge cracking whip	10	_____
<b>TOTAL</b>	<b>130</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W16



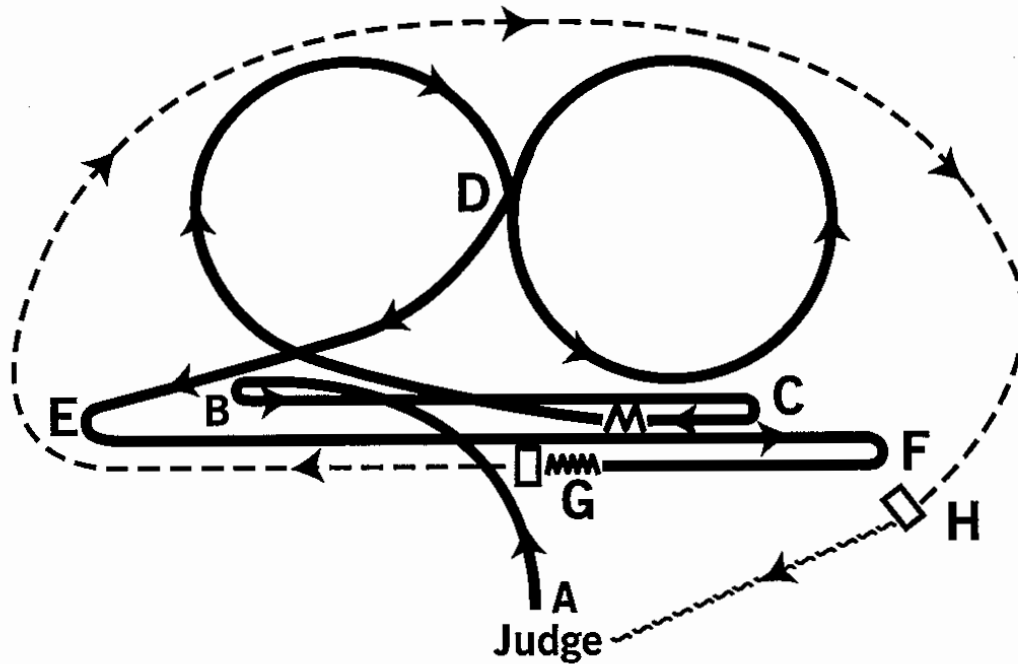
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk out short distance and Canter circle left	10	_____
3 In centre at X Flying change to right	10 x 2 (20)	_____
4 Canter half circle right to B. At B Gallop large half loop past Judge to A	10	_____
5 At A Haunch turn left	10 x 2 (20)	_____
6 Gallop large half loop past Judge to B. At B Haunch turn right	10 x 2 (20)	_____
7 Gallop right round work area to C. At C Stop and settle	10	_____
8 Rein back 4 metres, Stop and settle, continue at Trot around B towards the Judge and Walk in on a light rein	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W17



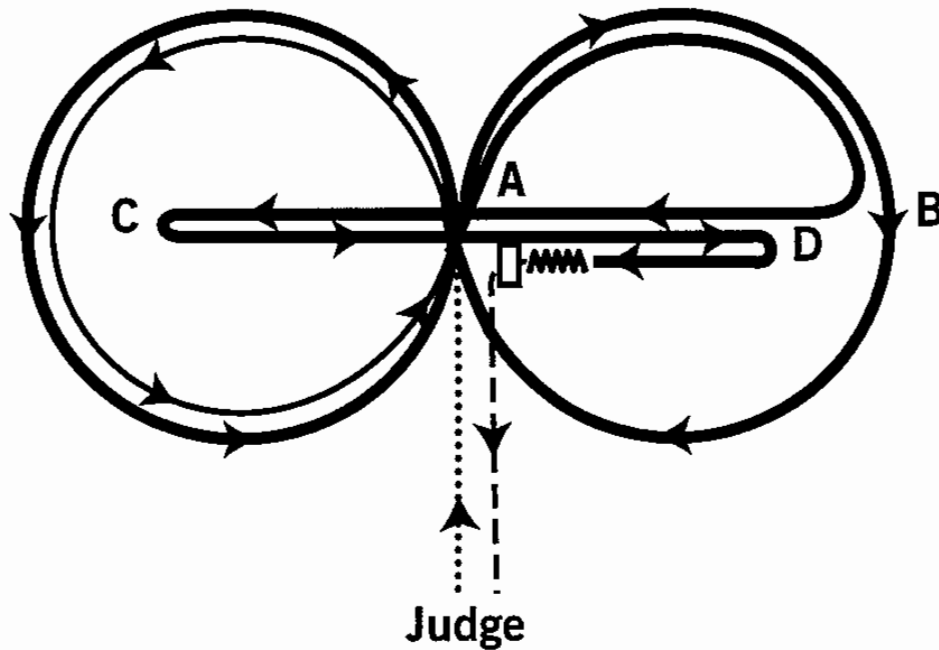
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 From A Gallop to B. At B Haunch turn left	10 x 2 (20)	_____
3 Gallop to C. At C Haunch turn right and work an imaginary beast for 4 turns	10 x 2 (20)	_____
4 Gallop three quarter circle right to D. At D Flying change left	10	_____
5 Gallop circle left. At D Flying change and continue on to E	10 x 2 (20)	_____
6 At E Haunch turn left and continue to F	10 x 2 (20)	_____
7 At F Haunch turn right and Gallop to G and Stop	10 x 2 (20)	_____
8 Pace back 5 metres, settle and Trot right round to H and Stop	10	_____
9 Walk back to Judge on a loose rein cracking whip	10	_____
<b>TOTAL</b>	<b>140</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W18



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk out to centre at A. Canter a circle left	10	_____
3 At A simple change and Hand Gallop circle to right	10	_____
4 At A Flying change and Hand Gallop circle left to A	10	_____
5 At A Flying change and Gallop half circle to B	10	_____
6 At B Gallop across arena to C. At C Haunch turn left and Gallop back across arena to D	10 x 2 (20)	_____
7 At D Haunch turn right and Gallop back to centre at A	10 x 2 (20)	_____
8 At A Halt and Rein back 4 paces and Trot back to Judge	10	_____
<b>TOTAL</b>	<b>100</b>	_____

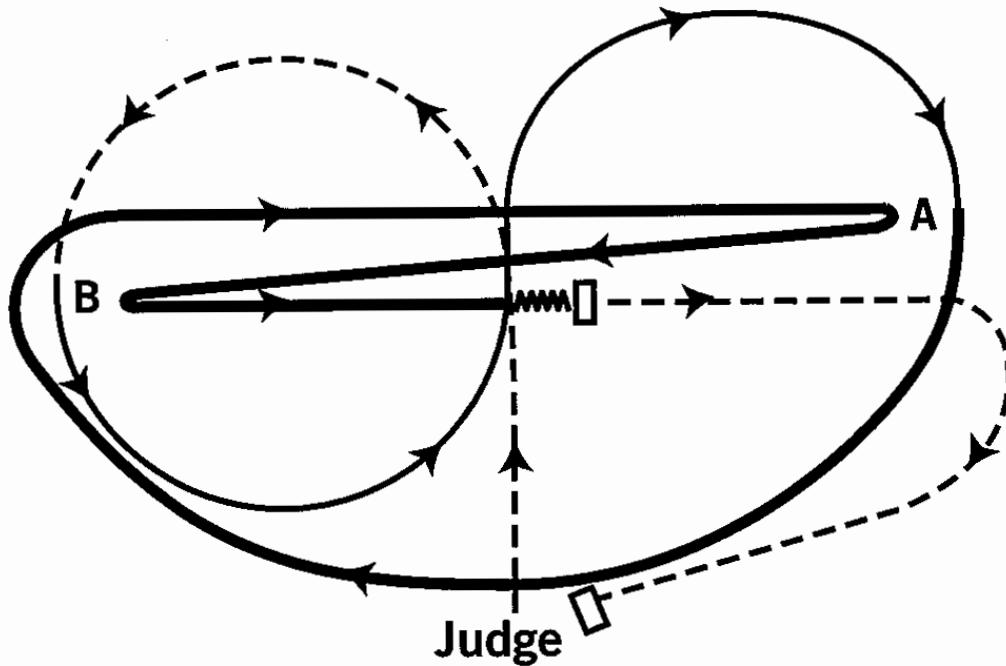
Horse Name and Number



Australian Stock Horse



# Working Pattern - W19



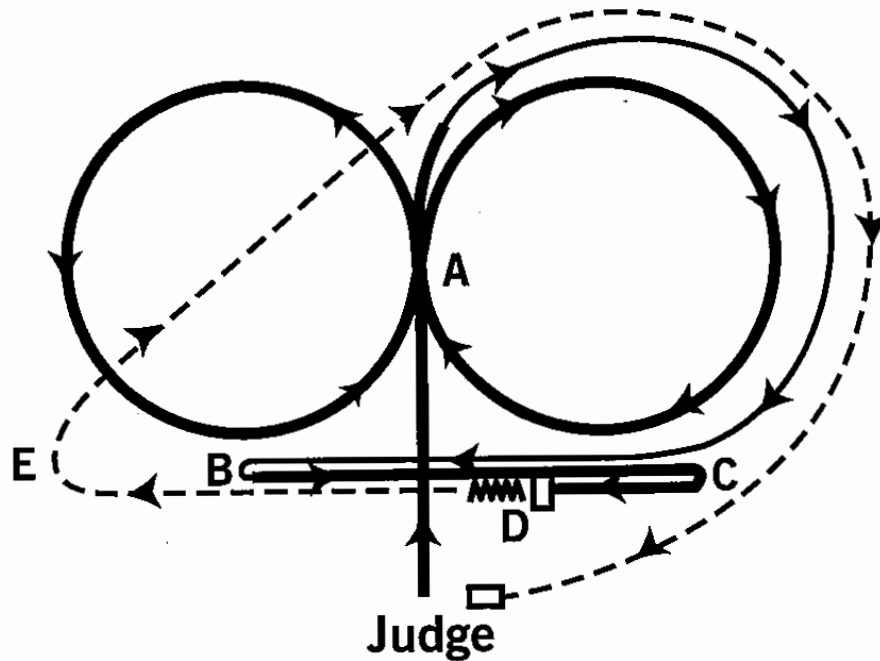
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Trot from Judge track left and Trot half circle	10	_____
3 Canter left lead half loop to centre and Flying change and Canter half circle right	10 x 2 (20)	_____
4 Gallop big half loop past Judge and bend right	10	_____
5 Gallop across to marker A and Haunch turn right	10 x 2 (20)	_____
6 Gallop across to marker B and Haunch turn left	10 x 2 (20)	_____
7 Gallop to centre, Stop, settle and Rein back 4 paces	10	_____
8 Proceed at Trot tracking right in half circle loop back to Judge and Stop	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Working Pattern - W20

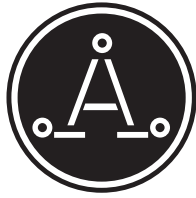


	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Hand Gallop from Judge to A and circle right. At A Flying change	10	_____
3 Hand Gallop circle left. At A Flying change	10	_____
4 After change Canter three quarter circle and on to B. At B Stop and roll back left	10	_____
5 Hand Gallop to C and Haunch turn right	10 x 2 (20)	_____
6 Hand Gallop to D and Stop, settle, Rein back 4 metres and settle	10	_____
7 Proceed rising Trot to E and track right to diagonal. On diagonal sitting Trot	10 x 2 (20)	_____
8 At end of diagonal track half circle right rising Trot and Stop.	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse



Australian Stock Horse  
SOCIETY

## STATION HACK SECTION

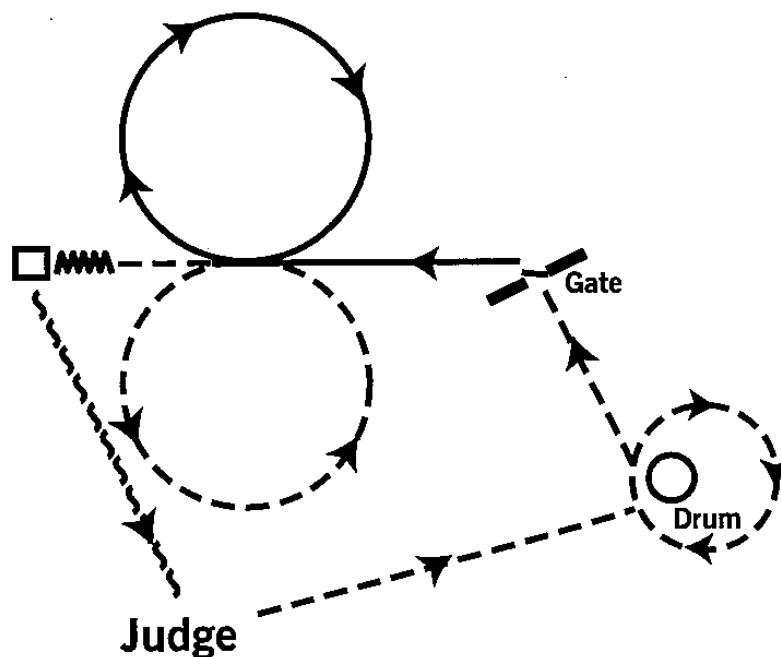
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.....	Walk (Light Rein Contact)
~~~~~	Walk on Loose Rein
-----	Trot (Light Rein with Soft Frame)
-----	Trot Lengthen Stride
=====	Canter (Light Rein with Soft Frame)
-----	Canter Lengthen Stride (Stride Lengthened with Riders Seat)
=====	Gallop or Hand Gallop (As specified in Pattern Description)
mmm	Rein Back
□	Halt or Stop

STATION HACK



# Station Hack Pattern SHA1



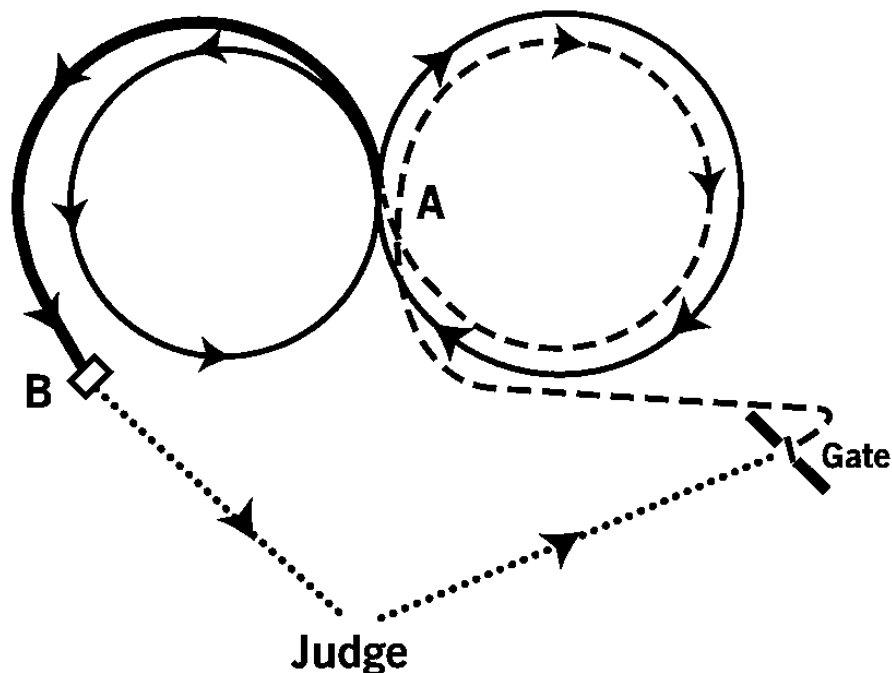
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Trot out to drum, pick up whip off drum and Trot a circle around drum, replace whip on drum	10 x 2 (20)	_____
3 Trot to gate, open and pass through and close gate keeping hand on gate at all times	10 x 2 (20)	_____
4 Canter circle to right	10	_____
5 Trot circle to left	10	_____
6 Stop in centre and stand for 5 seconds	10	_____
7 Rein back 4 paces	10	_____
8 Walk back to Judge on loose rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Station Hack Pattern SHA2



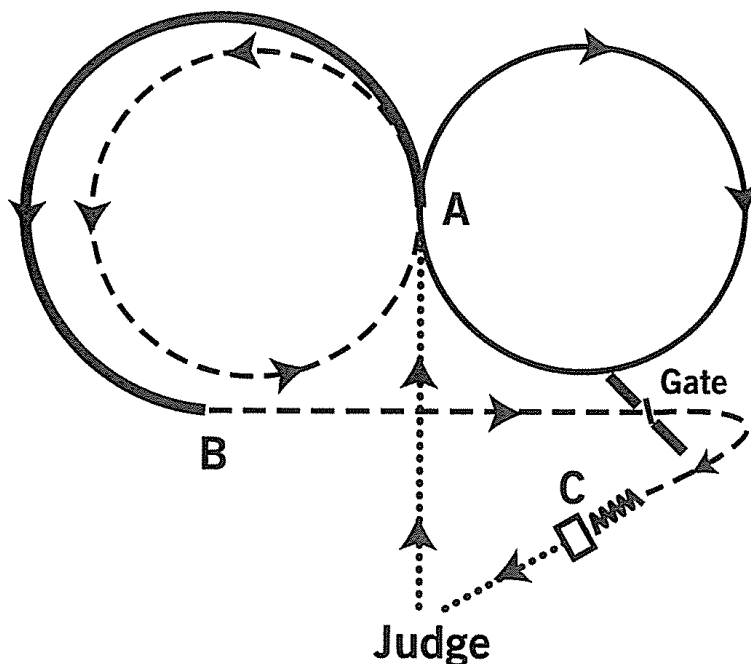
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to gate cracking whip	10	_____
3 Open and pass through and close gate keeping hand on gate at all times	10 x 2 (20)	_____
4 Trot to A and circle right back to A	10	_____
5 Canter circle to left and simple change at A	10	_____
6 Canter circle right and flying change at A	10 x 2 (20)	_____
7 After change Hand Gallop large half circle around to B	10	_____
8 At B Stop, settle, dismount and remount. Walk back to Judge on light rein	10 x 2 (20)	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Station Hack Pattern SHA3



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to A cracking whip	10	_____
3 Trot circle to left back to A and Canter circle to right	10 x 2 (20)	_____
4 At A flying change and Hand Gallop 3/4 loop to B	10 x 2 (20)	_____
5 At B Stop, dismount and remount	10 x 2 (20)	_____
6 From B Trot to gate and pass through gate keeping hand on gate at all times	10 x 2 (20)	_____
7 From gate Trot to C and Stop, settle and Rein back 3 metres. Walk back to Judge on light rein	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number

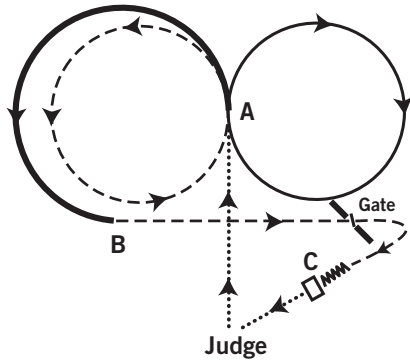


Australian Stock Horse

# Pattern Station Hack SHA3



Australian Stock Horse  
SOCIETY



	POSSIBLE POINTS	ALLOCATED POINTS
1 Walk to A cracking whip	10	_____
2 Trot circle to left back to A and Canter circle to right	10	_____
3 At A flying change and Hand Gallop 3/4 loop to B	10x2(20)	_____
4 At B Stop, dismount and remount	10x2(20)	_____
5 From B Trot to gate and pass through gate keeping hand on gate at all times	10x2(20)	_____
6 From gate Trot to C and Stop settle and Rein back 3 metres and Walk back to Judge on light rein	10x2(20)	_____
7 Type, Presentation and Overall Impression	10	_____
<b>TOTAL</b>	<b>110</b>	_____

## STATION HORSE SECTION

.....	Walk (Light Rein Contact)
~~~~~	Walk on Loose Rein
-----	Trot (Light Rein with Soft Frame)
- - - - -	Trot Lengthen Stride
=====	Canter (Light Rein with Soft Frame)
- . - . - .	Canter Lengthen Stride
=====	(Stride Lengthened with Riders Seat)
=====	Gallop or Hand Gallop
=====	(As specified in Pattern Description)
	Rein Back
□	Halt or Stop



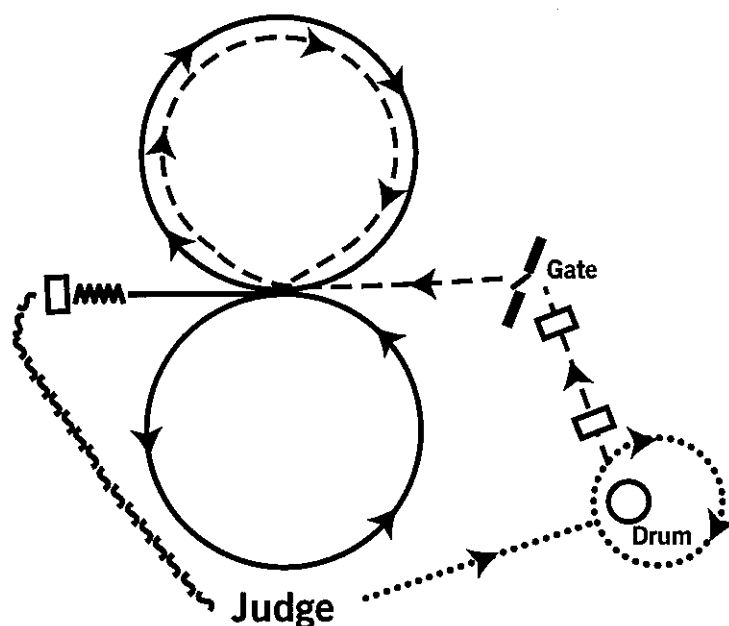
Horse Name and Number

\_\_\_\_\_

Australian Stock Horse Society



# Station Horse Pattern SH1



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to drum, pick up coat. Walk a circle around drum and place coat on drum	10	_____
3 Dismount and lead horse at Trot to gate and remount at gate	10	_____
4 Pass through gate keeping hand on gate at all times	10 x 2 (20)	_____
5 Trot forward and Trot circle to right	10	_____
6 Canter a circle to left with flying change in centre	10 x 2 (20)	_____
7 Canter a circle to right after centre Stop. Settle and rein back 2 metres	10	_____
8 Walk back to Judge on loose rein cracking whip	10	_____
<b>TOTAL</b>	<b>100</b>	_____

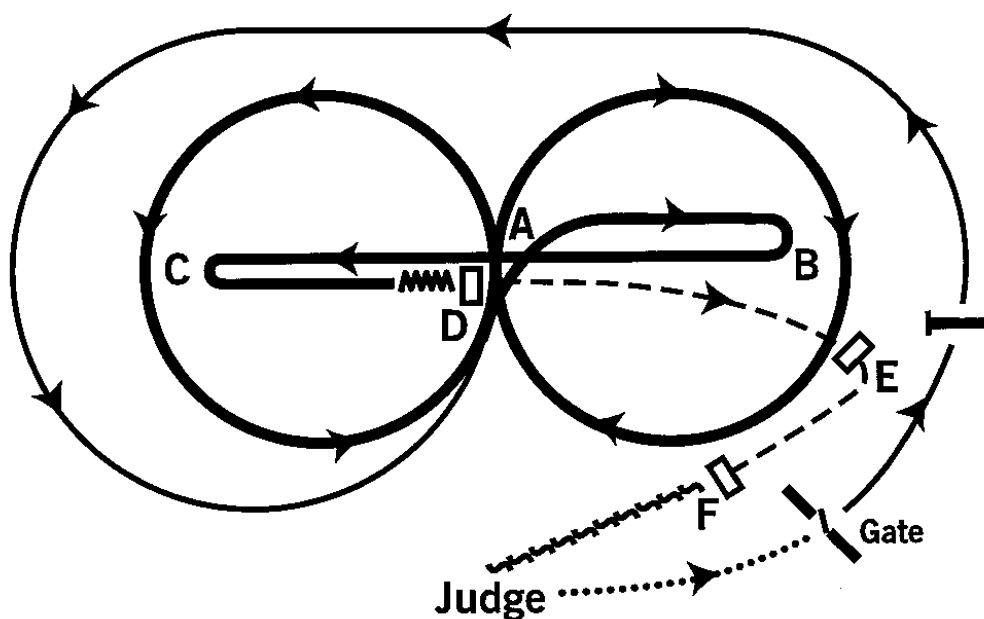
Horse Name and Number



Australian Stock Horse



# Station Horse Pattern SH2



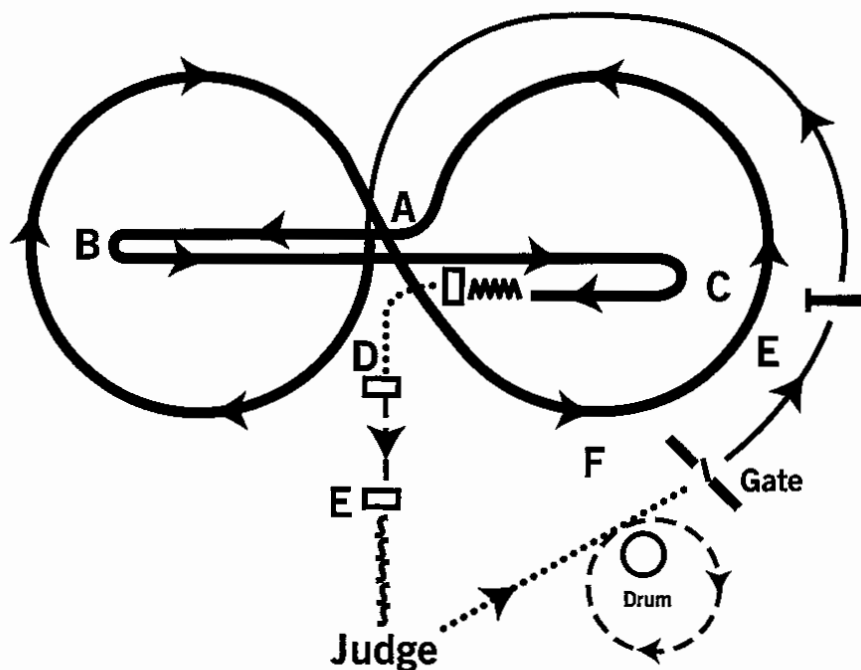
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to gate crack whip	10	_____
3 Open and pass through gate, close gate keeping hand on gate at all times	10 x 2 (20)	_____
4 Canter from gate and jump obstacle	10	_____
5 Canter large loop left round to A and simple change	10	_____
6 Gallop circle right at A, flying change and Gallop circle left at A flying change and bend right to B	10	_____
7 At B Haunch turn right and Gallop onto C	10 x 2 (20)	_____
8 At C Haunch turn left and Gallop back to D	10 x 2 (20)	_____
9 At D Stop, settle and Rein back 3 metres	10	_____
10 Trot to E. Stop and dismount	10	_____
11 Lead horse at Trot to F and remount	10	_____
12 Walk horse back to Judge on loose rein cracking whip	10	_____
<b>TOTAL</b>	<b>150</b>	_____

Horse Name and Number



Australian Stock Horse

# Station Horse Pattern SH3



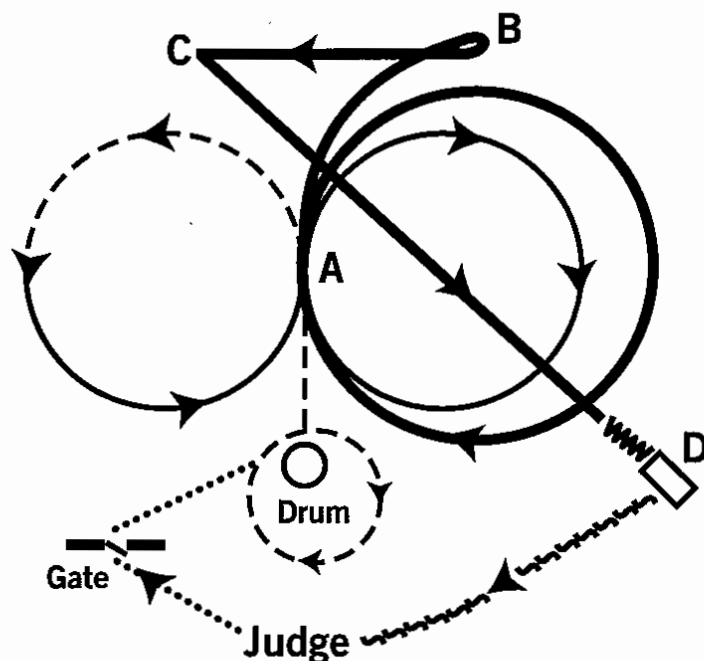
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to drum, pick up coat and Trot circle around drum, then replace coat on drum	10	_____
3 Walk to gate and pass through gate keeping hand on gate at all times	10 x 2 (20)	_____
4 Canter from gate and jump obstacle	10	_____
5 Canter half circle on left lead cracking whip	10	_____
6 At A simple change and Hand Gallop circle right	10	_____
7 At A flying change and Hand Gallop circle left	10	_____
8 At A flying change to bend to B, at B Haunch turn left	10 x 2 (20)	_____
9 Gallop straight to C and Haunch turn right	10 x 2 (20)	_____
10 Gallop straight to A. Stop, settle and Rein back	10	_____
11 From A Walk on light rein to D and dismount	10	_____
12 From D lead horse at Trot to E and remount	10	_____
13 Walk to Judge on loose rein	10	_____
<b>TOTAL</b>	<b>160</b>	_____

Horse Name and Number



Australian Stock Horse

# Station Horse Pattern SH4

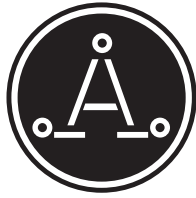


	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to gate and pass through gate, keeping hand on gate at all times	10 x 2 (20)	_____
3 Walk to drum pick up coat, Trot around drum then replace coat on drum	10	_____
4 From drum Trot to A and Trot half circle left, then Canter half circle left back to A	10	_____
5 At A flying change and Canter circle right	10 x 2 (20)	_____
6 At A Gallop circle right then continue through A to B	10	_____
7 At B Haunch right and Gallop onto C	10 x 2 (20)	_____
8 At C Haunch turn left and Gallop onto D	10 x 2 (20)	_____
9 At D Stop, settle and Rein back 4 paces	10	_____
10 From D Walk back to Judge on loose rein cracking whip	10	_____
<b>TOTAL</b>	<b>140</b>	_____

Horse Name and Number



Australian Stock Horse



Australian Stock Horse  
SOCIETY

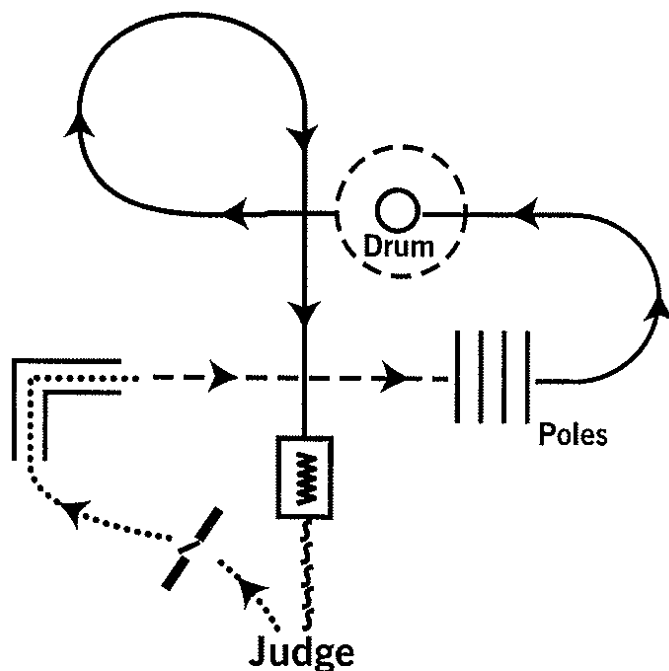
## UTILITY SECTION

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.....	Walk (Light Rein Contact)
~~~~~	Walk on Loose Rein
-----	Trot (Light Rein with Soft Frame)
-----	Trot Lengthen Stride
=====	Canter (Light Rein with Soft Frame)
-----	Canter Lengthen Stride (Stride Lengthened with Riders Seat)
=====	Gallop or Hand Gallop (As specified in Pattern Description)
mmmm	Rein Back
□	Halt or Stop



# Utility Pattern U1



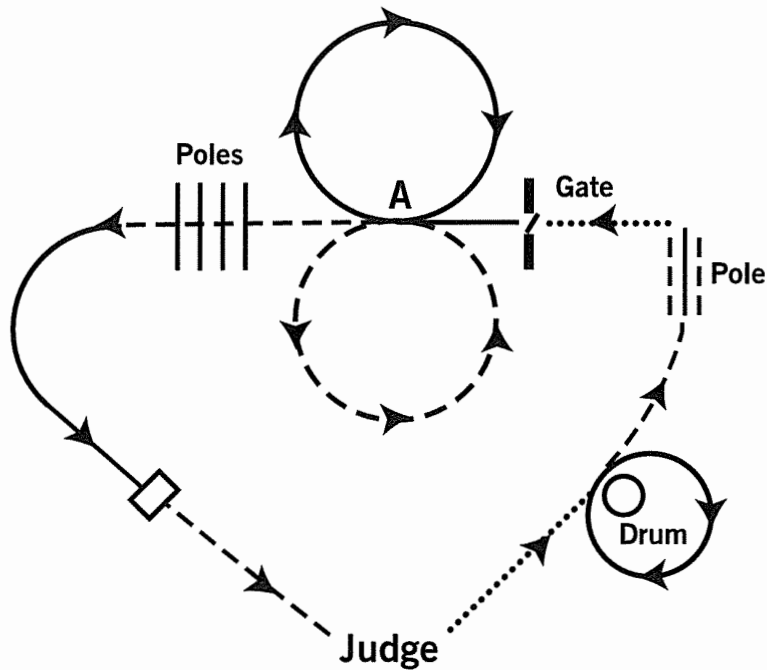
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to gate and pass through gate, keeping hand on gate at all times	10 x 2 (20)	_____
3 Walk onto L shaped poles and Walk through	10	_____
4 Trot to and over 4 poles on the ground	10	_____
5 Canter left lead 1/2 circle to drum and pick up coat	10	_____
6 Trot around drum and replace coat on drum and Canter circle to the right and straight to square	10 x 2 (20)	_____
7 Stop in square and Rein back 3 steps. Walk back to Judge on loose rein	10 x 2 (20)	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse

# Utility Pattern U2



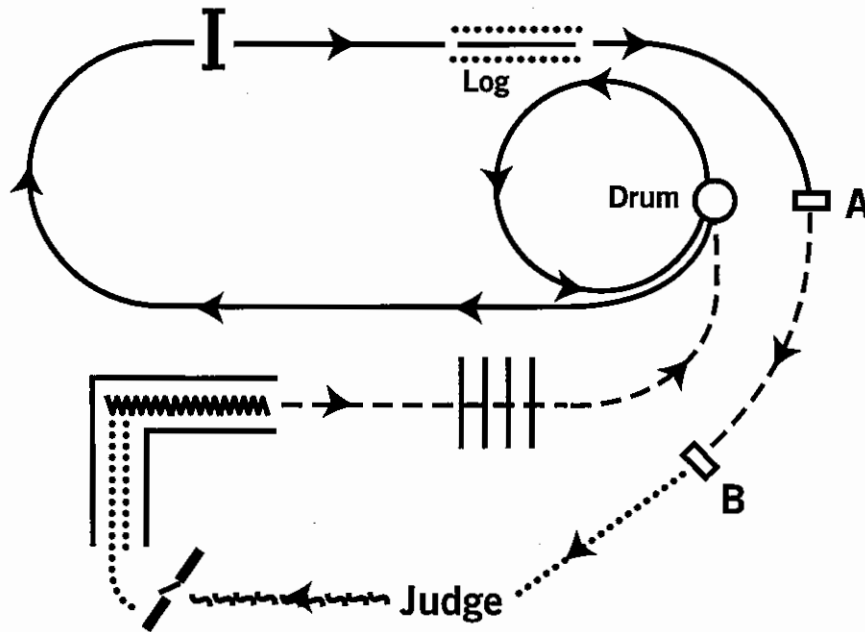
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to drum, pick up coat and Canter small circle around drum, then replace coat on drum	10	_____
3 Trot to pole on the ground and right hand side pass over pole	10	_____
4 Walk to gate and pass through gate keeping hand on gate at all times	10 x 2 (20)	_____
5 From gate Canter right lead and Canter circle to the right	10	_____
6 On return to A Trot, then Trot a circle to the left	10	_____
7 From A Trot to and over poles on the ground	10	_____
8 After poles Canter left lead onto square and stop, settle and dismount	10 x 2 (20)	_____
9 From square lead horse at Trot back to Judge	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Utility Pattern U3



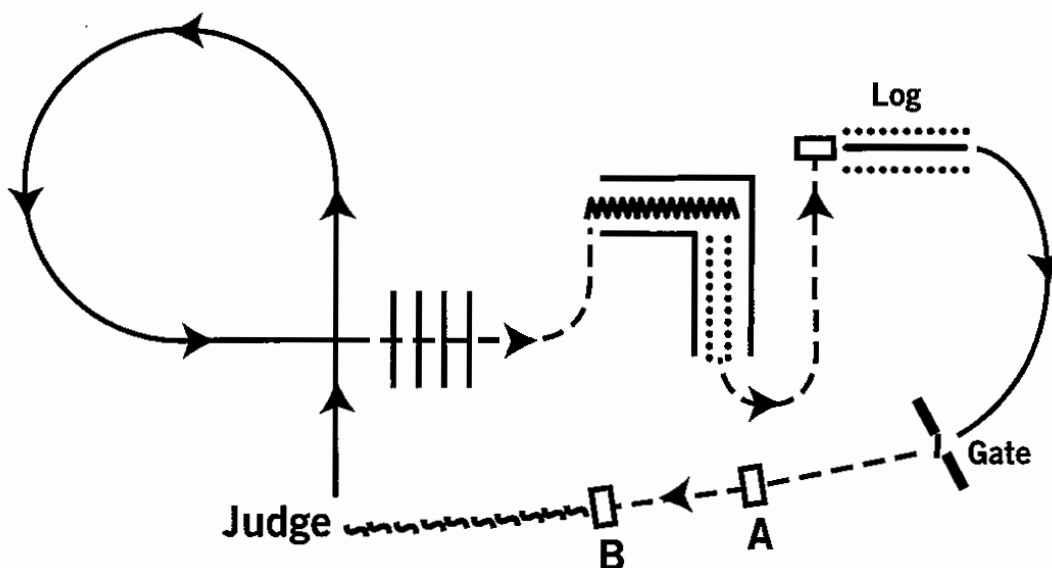
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to gate on loose rein. Pass through gate, keeping hand on gate at all times	10 x 2 (20)	_____
3 Walk to L shaped rails and side pass right between wider rails and then back out of L	10	_____
4 Turn and Trot over poles, continue at Trot to drum	10	_____
5 Pick up coat off drum and Canter circle to the left and replace coat on drum	10	_____
6 From drum turn right and Canter right lead in arc and over jump	10	_____
7 After jump side pass left over log on ground	10	_____
8 Continue at Canter to A and Stop and dismount	10	_____
9 Lead horse at Trot to B and remount	10	_____
10 Walk back to Judge on light rein	10	_____
<b>TOTAL</b>	<b>110</b>	_____

Horse Name and Number



Australian Stock Horse

# Utility Pattern U4



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Canter from Judge on left lead and Canter a circle left	10	_____
3 Trot over poles on ground and continue at Trot to L shaped logs	10	_____
4 Turn and back through 1st section and then side pass to the left	10 x 2 (20)	_____
5 Turn to left and Trot to log on the ground. Halt and side pass to the right over pole	10 x 2 (20)	_____
6 Turn right Canter to gate and pass through gate, keeping hand on gate at all times	10 x 2 (20)	_____
7 From gate Trot to A and dismount	10	_____
8 Lead horse at Trot to B and remount. Walk back to Judge on loose rein	10	_____
<b>TOTAL</b>	<b>110</b>	_____

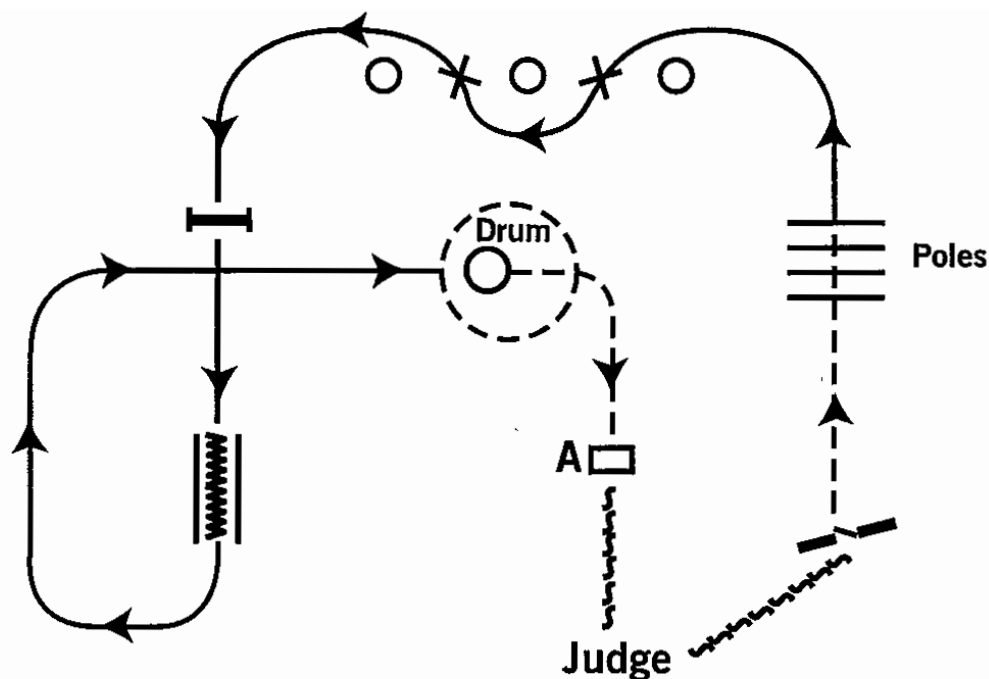
Horse Name and Number



Australian Stock Horse



# Utility Pattern U5



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to gate on loose rein, pass through gate keeping hand on gate at all times	10	_____
3 From gate Trot over poles	10	_____
4 From poles Canter left lead serpentine through markers with 2 flying changes	10 x 2 (20)	_____
5 Proceed at Canter left lead and over jump	10	_____
6 Stop at poles, turn and back through poles	10	_____
7 Then turn and Canter right lead around markers to drum	10	_____
8 At drum pick up coat and Trot small circle around drum then replace coat on drum	10	_____
9 From drum continue to A and Stop. Walk back to Judge on a loose rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse



Australian Stock Horse  
SOCIETY

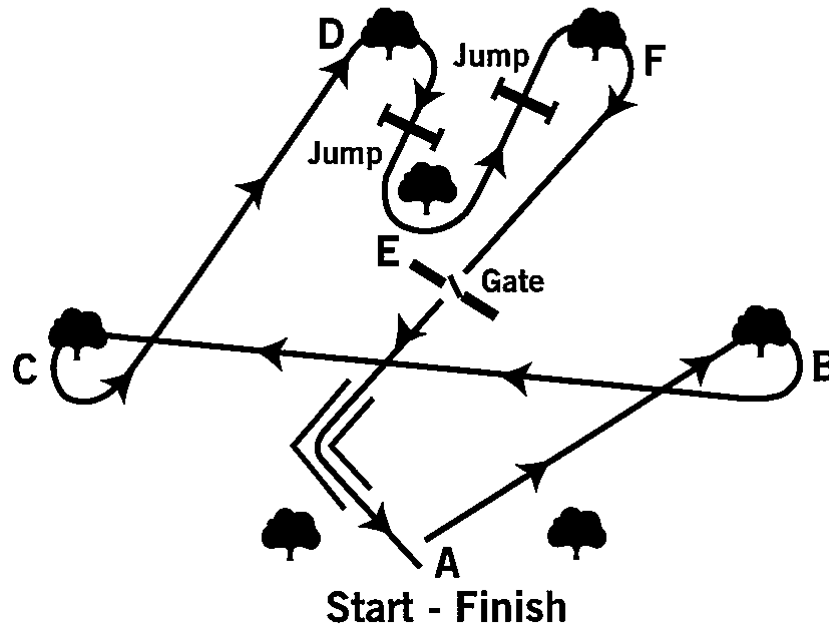
## TIME TRIAL SECTION

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.....	Walk (Light Rein Contact)
~~~~~	Walk on Loose Rein
-----	Trot (Light Rein with Soft Frame)
-----	Trot Lengthen Stride
=====	Canter (Light Rein with Soft Frame)
-----	Canter Lengthen Stride (Stride Lengthened with Riders Seat)
=====	Gallop or Hand Gallop (As specified in Pattern Description)
mmm	Rein Back
□	Halt or Stop



# Time Trial Pattern TT1



## Course

- 1 Start between pegs at A proceed to peg B right turn around peg B
- 2 Proceed to peg C left turn around peg C
- 3 Proceed to peg D keeping it on your right hand side
- 4 Turn and jump obstacle keep peg E on left hand side. Turn and jump obstacle, proceed to peg F keeping it on your right hand side continue to gate
- 5 Pass through gate, opening and closing
- 6 Continue to and through L shape obstacle and finish between pegs at A

## Rules

- 1 Time will start and finish only when a horse passes between pegs at A
- 2 A three (3) second penalty will be incurred if a peg is knocked down or the horse does not complete either of the jumps or fails to go through the L shape obstacle
- 3 A three (3) second penalty will be incurred for any jump the Judge deems to be sufficiently moved
- 4 Two timekeepers are required and times will be averaged
- 5 Committees are advised to use trees or pegs driven into the ground in preference to drums
- 6 Committees should instruct competitors to Walk the course to familiarise themselves with the course

## Note

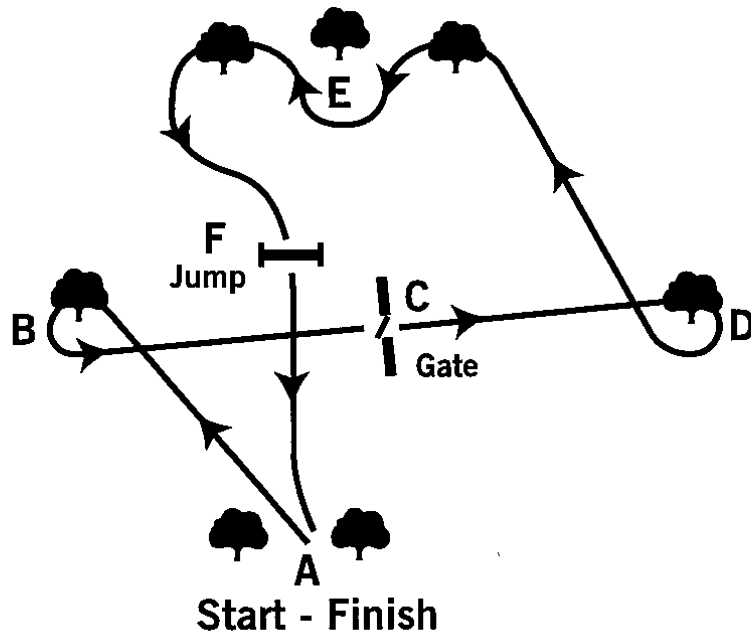
In their age group riders under 13 years of age must open the gate but do not have to close it

Horse Name and Number



Australian Stock Horse

# Time Trial Pattern TT2



## Course

- 1 Proceed between pegs at A to peg B. At B left turn and continue to gate
- 2 Pass through gate, opening and closing
- 3 Proceed from gate C to peg D. At D right hand turn
- 4 Proceed to pegs E keeping first peg on left serpentine through
- 5 Proceed to obstacle F, jump and continue for finish between pegs A

## Rules

- 1 Time will start and finish only when a horse passes between pegs at A
- 2 A three (3) second penalty will be incurred if any obstacle is knocked down, dislodged or done incorrectly
- 3 Two timekeepers are required for an average time
- 4 Distance of course between obstacles is at Committees discretion
- 5 Committees are advised to use trees or pegs driven into the ground in preference to drums
- 6 Committees should instruct competitors to Walk the course to familiarise themselves with the course

## Note

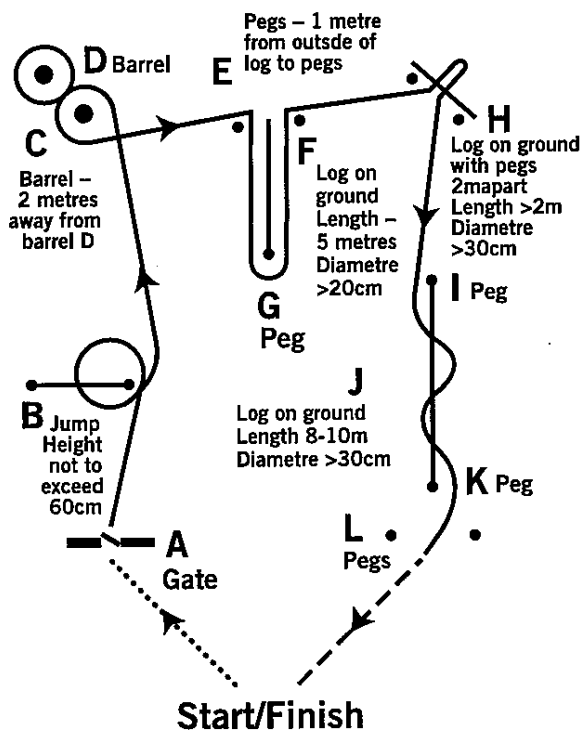
In their age group riders under 13 years of age must open the gate but do not have to close it

Horse Name and Number



Australian Stock Horse

# Time Trial Pattern TT3



## Course

- Commence course between the start/finish pegs at a Walk, Walk to gate at A. Once the rider's hand touches the gate, the horse may continue the course at any pace to the pegs at L
- Open the gate, pass through and close the gate - the gate latch must be securely fastened
- Continue past the jump at B, leaving the jump on the near side of the horse. Turn and jump over the jump, continue to circle around the end of the jump to the barrel at C
- Leave barrel C on the near side of the horse, circle anti-clockwise half a circle around barrel C, circle barrel D clockwise a full circle and then circle C anti-clockwise half a circle to complete figure of eight (Note: two metre distance between the edges of Barrel C and D). Continue to the pegs at E
- Leave the first peg on the off side of the horse, complete a 90° turn to the right and continue along the length of log at F
- At the end of log F, turn 180° around peg G to the left and continue along the other side of log F. Leaving the second peg at E on the off side of the horse, turn 90° and continue towards H

- At H, jump the log between the pegs, turn the horse 180° to the right and jump the log again between the pegs. Continue to I
- Jump log J three times in a serpentine motion. Starting with peg on left, between the pegs I and K. Continue to L, reducing the pace of the horse to a Trot prior to crossing a line between pegs at L (Note: 1 metre distance between the L pegs)
- Then continue at a Trot to start/finish pegs. Horse must Trot between the start/finish pegs to complete the course

## Rules

- The time commences and terminates when the horse's nose crosses the line between the start/finish pegs
- A one (1) second penalty will be incurred for each stride that is broken in the Walk and Trot sections
- A three (3) second penalty will be incurred when the jump B barrel C or D, or pegs E, G, H, I, K or L are knocked over
- When jumping the log at H and J, the horse's four feet must touch the ground on the other side of the obstacle before returning over the log. Failure to do so will result in elimination
- A horse will be eliminated for not completely and correctly negotiating any section of the course
- Head restraints are not permitted
- The Walk section must be a four beat pace Walk. Penalties will be incurred for any break in beat
- A one (1) second penalty will be incurred for each hoof which crosses the log at F
- Penalties will be added to the time and the time will become the score for this section
- The horse with the lowest score will be determined as the winner

## Safety

For safety, if logs of less than the designated diameters are not available, then logs MUST be securely pinned to the ground, in order to prevent all movement

## Note

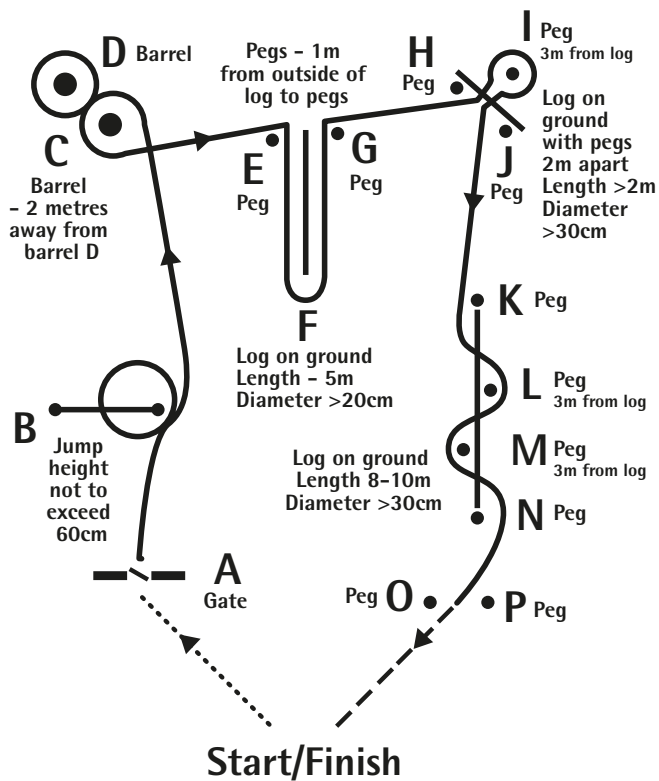
In their age group riders under 13 years of age must open the gate but do not have to close it

Horse Name and Number



Australian Stock Horse

# Time Trial Pattern TT4



## Course

- Commence course between the start/finish pegs at a Walk. Walk to gate at A. Once the rider's hand touches the gate, the horse may continue the course at any pace to the pegs at O and P
- Open the gate, pass through and close the gate - the gate latch must be securely fastened
- Continue past the jump at B, leaving the jump on the near side of the horse. Turn and jump the jump, continue to circle around the end of the jump to the barrel at C
- Leave barrel C on the near side of the horse, circle anti-clockwise half a circle around barrel C, circle barrel at D clockwise a full circle and then circle C anti-clockwise half a circle to complete figure of eight (Note: two metre distance between the edges of barrel C and D). Continue to the peg at E
- Leave the peg E on the off side of the horse, complete a 90° turn to the right and continue along the length of log at F
- At the end of log F, turn 180° around the end of the log and continue along the other side of log F towards peg G. Leaving peg G on the off side of the horse, turn 90° and continue towards log between pegs H and J

- At peg H, jump the log between the pegs, then around peg I on the off side of the horse and jump back over log at J and continue towards peg at K
- Jump log between pegs K and N three (3) times in a serpentine motion, starting with peg K on left and going around pegs L and M with final jump having peg N on right. Come back to trot between O and P
- Continue to O, reducing the pace of the horse to a Trot prior to crossing a line between the pegs O and P. (Note: 1 metre distance between the O and P pegs)
- Then continue at a Trot to start/finish pegs. Horse must Trot between the start/finish pegs to complete the course

## Rules

- The time commences and terminates when the horse's nose crosses the line between the start/finish pegs
- A one (1) second penalty will be incurred for each stride that is broken in the Walk and Trot sections
- A three (3) second penalty will be incurred if the gate, jumps, barrels at C and D; the logs at F, H or K or any peg from E through P is dislodged
- When jumping the log at H and K, the horse's four feet must touch the ground on the other side of the obstacle before returning over the log. Failure to do so will result in elimination
- A horse will be eliminated for not completely and correctly negotiating any section of the course
- Head restraints are not permitted
- The Walk section must be a four beat pace Walk. Penalties will be incurred for any break in beat
- A one (1) second penalty will be incurred for each hoof which crosses the log at F
- Penalties will be added to the time and the time will become the score for this section
- The horse with the lowest score will be determined as the winner

## Safety

For safety, if logs of less than the designated diameters are not available, the logs MUST be securely pinned to the ground in order to prevent all movement

## Note

In their age group riders under 13 years of age must open the gate but do not have to close it

Horse Name and Number



Australian Stock Horse

