Hack Pattern H1b
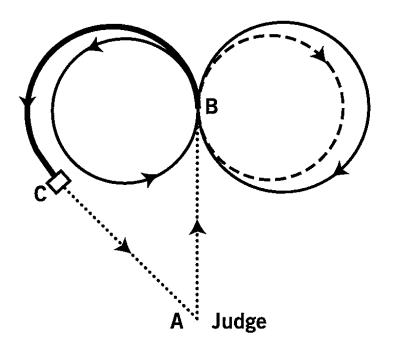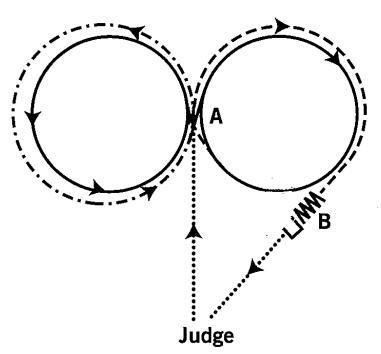

		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	_____
2	Walk from A to B	10	_____
3	Trot circle right back to B	10	_____
4	Canter circle left	10	_____
5	At B simple change	10	_____
6	Canter circle right	10	_____
7	At B simple change	10	_____
8	Extended Canter to A	10	_____
9	At A Halt and settle	10	_____
	TOTAL	**90**	_____

Horse Name and Number

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse

Hack Pattern H2a

	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 simple 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	_____
TOTAL	**100**	_____

Horse Name and Number

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse

Hack Pattern H6a

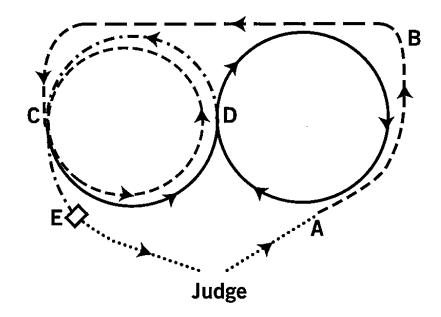
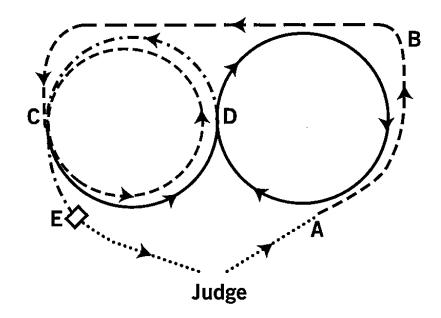|		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	_____
2	Acknowledge Judge, Walk to A	10	_____
3	At A Trot to B, turn left	10	_____
4	Trot along back of arena to C	10 x 2 (20)	_____
5	At C Canter loop to the left	10	_____
6	At X Simple change through Trot to the right	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	_____
	TOTAL	**100**	_____

Horse Name and Number

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse

Hack Pattern H7a

		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	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	_____
	TOTAL	**100**	_____

Horse Name and Number

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse

Hack Pattern H7b

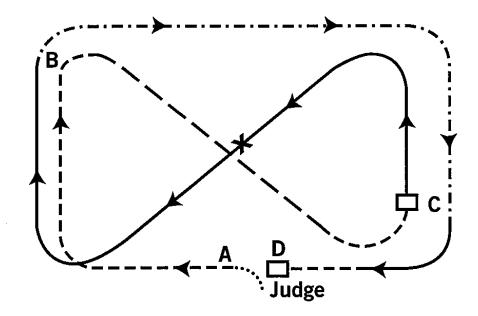|		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	_____
2	Acknowledge Judge, Walk to A. At A Trot to B, turn left	10	_____
3	Lengthen Trot across back of arena, Trot turn left to C	10 x 2 (20)	_____
4	At C Trot a circle left	10	_____
5	At C Canter a half circle left to D. At D simple change through Trot to the right	10	_____
6	Canter circle right. At D flying change 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	_____
	TOTAL	**100**	_____

Horse Name and Number

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse

Hack Pattern H10a

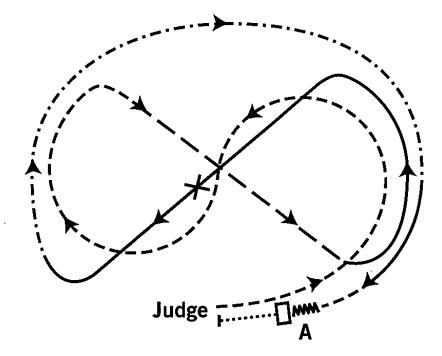

		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	_____
2	Acknowledge Judge, Walk to A. At A Trot around to B, turn right	10	_____
3	Lengthen Trot across diagonal, back to Trot on corner left, at C and Stop	10 x 2 (20)	_____
4	Strike off to Canter left lead, Canter on, turning left across the diagonal with a flying 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	_____
	TOTAL	100	_____

Horse Name and Number

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse

Hack Pattern H12a

Judge

A

		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, at Trot	10 x 2 (20)	_____
4	Track left and Canter half loop down through diagonal	10	_____
5	Simple 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

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse