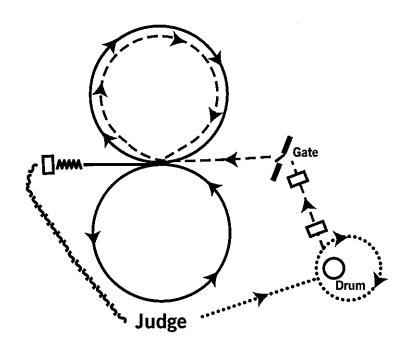
## Station Horse Pattern SH1b



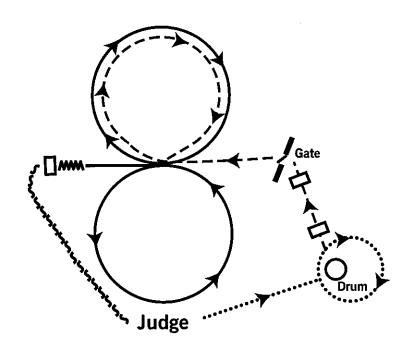
		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	
2	Walk to drum, pick up coat. Walk a circle around drum and place coat on drum	10	
3	Trot to gate	10	
4	Pass through gate keeping hand on gate at all times	10 x 2 (20)	
5	Trot forward and Trot circle to right	10	
6	Canter 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	Dismount and lead horse at Trot to Judge. Halt	10	
	TOTAL	100	

**Horse Name and Number** 





## **Station Horse Pattern** SH1c



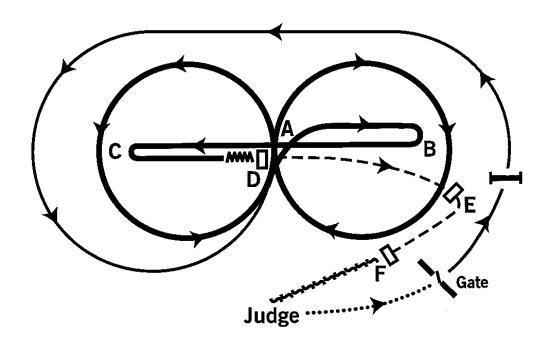
		POSSIBLE POINTS	ALLOCATED POINTS
1	Type, Presentation and Overall Impression	10	
2	Walk to drum, pick up coat. Walk a circle around drum and place coat on drum	10	
3	Trot to gate	10	
4	Pass through gate keeping hand on gate at all times	10 x 2 (20)	
5	Trot forward and Trot circle to right	10	
6	Canter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

**Horse Name and Number** 





## Station Horse Pattern SH2a



		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 back to Judge	10	
	TOTAL	140	

**Horse Name and Number** 



