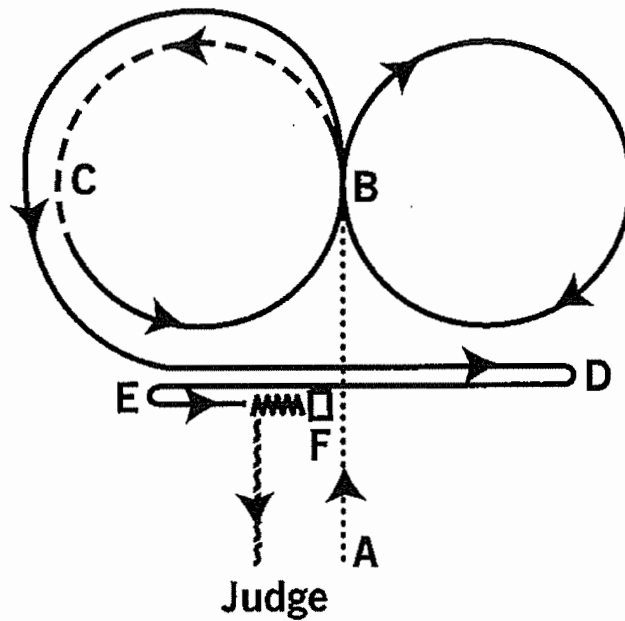


# Working Pattern - W3b



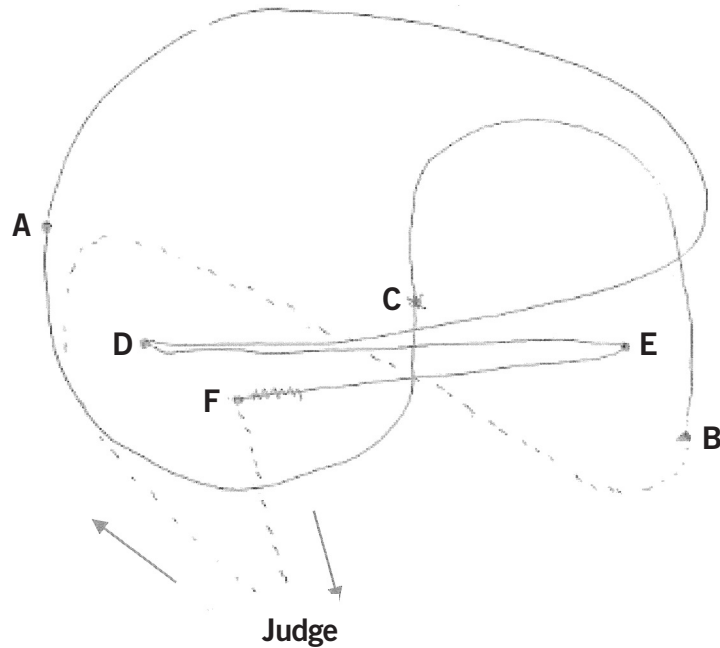
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk from A to B. At B Trot left half circle to C	10	_____
3 At C Canter to B. At B simple change	10	_____
4 Canter right circle to B and Flying change	10	_____
5 Hand Gallop left to D. At D Haunch turn right	10 x 2 (20)	_____
6 Hand Gallop 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 W21



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Rising Trot from Judge to A	10	_____
3 Track right along diagram sitting Trot to B	10	_____
4 Track left and Canter a half circle in centre flying change at C	10	_____
5 Canter half circle to the right to A	10	_____
6 Gallop around back of arena and through middle of the arena to D	10	_____
7 At D Haunch turn to the left	10	_____
8 Gallop to E with a Haunch turn to the right	10	_____
9 Canter to F and Stop, rein back 3 metres	10	_____
10 Walk back to Judge on light rein	10	_____
<b>TOTAL</b>	<b>100</b>	_____

Horse Name and Number



Australian Stock Horse