



## CENTRAL & NORTH BURNETT BRANCH

# ASH Challenge

Saturday, 14 & Sunday, 15 February 2026

Monto Showgrounds, Oxley Street, Monto

PIC - QCMN0635

Contact - 0428 204 033 | [montosilverbuckle@outlook.com](mailto:montosilverbuckle@outlook.com)

**Nominations open: 5 January 2026**

*Please email to request a nomination form*

## 1. YEARLING FUTURITY

ENTRY FEE \$20

Led only LP1

\*Conditions of entry: Open to horses born between 01.08.2024 - 31.07.2025

Sashes awarded to top 3 placings.

Winner receives an EMBROIDERED RUG donated by **JWC Breaking & Training**

Prize Money: 1<sup>st</sup> - \$50 | 2<sup>nd</sup> - \$40 | 3<sup>rd</sup> - \$30

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## 2. 2YR OLD FUTURITY

ENTRY FEE \$25

Led LP1 | Working WP3 | Hack HP4 | Utility UP1

\*Conditions of entry: Open to horses born between 01.08.2023 - 31.07.2024

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG donated by **Back Roads Contracting**

Overall Prize Money: 1<sup>st</sup> - \$100 | 2<sup>nd</sup> - \$80 | 3<sup>rd</sup> - \$60

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## 3. 3YR OLD FUTURITY

ENTRY FEE \$30

Led LP1 | Working WP6 | Hack HP6A | Utility UP1

\*Conditions of entry: Open to horses born between 01.08.2022 - 31.07.2023

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG donated by **Frame It Right Constructions**

Overall Prize Money: 1<sup>st</sup> - \$100 | 2<sup>nd</sup> - \$80 | 3<sup>rd</sup> - \$60

## 4. RODELLE PERFORMANCE HORSES 4YR OLD MATURITY

ENTRY FEE \$40

Led LP1 | Working WP7 | Utility UP1 | Cattle Work

\*Conditions of entry: Open to horses born between 01.08.2021 - 31.07.2022

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG donated by **Rodelle Performance Horses**

**Overall Prize Money:** 1<sup>st</sup> - \$100 | 2<sup>nd</sup> - \$80 | 3<sup>rd</sup> - \$60

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## 5. KELLYS TRANSPORT OPEN CHALLENGE

ENTRY FEE \$70

Working WP13 | Time Trial TTP3 | Cattle Work

\*Conditions of entry: Open to horses 5 years and over

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG donated by **Kelly's Transport**

**Overall Prize Money:** 1<sup>st</sup> - \$120 | 2<sup>nd</sup> - \$100 | 3<sup>rd</sup> - \$80

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## 6. KELLCO RURAL AGENCIES ENCOURAGEMENT CHALLENGE

ENTRY FEE \$35

Working WP6 | Utility UP1 | Cattle Work

\*Conditions of entry: Open to ASHS members 18yrs and over who have never won or placed overall in any Futurity, Maturity, Hack or Open Challenge, or have not won 2 or more encouragement challenges. (Weanling/Yearling/Youth Challenges places not included). Riders may ride any age, any registered or unregistered horse.

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG donated by **Kellco Rural Agencies**

**Overall Prize Money:** 1<sup>st</sup> - \$80 | 2<sup>nd</sup> - \$60 | 3<sup>rd</sup> - \$40

## 7. SENIOR HACK CHALLENGE

ENTRY FEE \$60

Led LP1 | Hack HP8 | Station Horse SHP5

\*Conditions of entry: Open to horses 5 years & over

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG donated by **Monto Rural Traders**

**Overall Prize Money:** 1<sup>st</sup> - \$120 | 2<sup>nd</sup> - \$100 | 3<sup>rd</sup> - \$80

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## 8. JUNIOR HACK CHALLENGE

ENTRY FEE \$40

Led LP1 | Hack HP6A | Station Horse SHP1

\*Conditions of entry: Open to horses 4 years and under

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG donated by **Pioneer Charbrays**

**Overall Prize Money:** 1<sup>st</sup> - \$100 | 2<sup>nd</sup> - \$80 | 3<sup>rd</sup> - \$60

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## 9. ENCOURAGEMENT HACK CHALLENGE

ENTRY FEE \$35

Led LP1 | Hack HP7A | Station Horse SHP1

\*Conditions of entry: Open to ASHS members 18yrs and over who have never won or placed overall in any Futurity, Maturity, Hack or Open Challenge, or have not won 2 or more encouragement challenges. (Weanling/Yearling/Youth Challenges places not included). Riders may ride any age, any registered or unregistered horse.

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG donated by **Flinders Rural**

**Overall Prize Money:** 1<sup>st</sup> - \$80 | 2<sup>nd</sup> - \$60 | 3<sup>rd</sup> - \$40



# YOUTH EVENTS

## 10. MINI CHALLENGE

ENTRY FEE \$10

Handler | Hack HP1 (amended) | Station Horse SHP1 (amended)

Under 8 years

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives a Yeti Water Bottle and fly veil donated by **Athana Saddlery**

**Overall Prize Money:** 1<sup>st</sup> - \$25 | 2<sup>nd</sup> - \$15 - 3<sup>rd</sup> - \$10

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## 11. JUNIOR CHALLENGE

ENTRY FEE \$15

Handler | Hack HP1 | Working WP1 | Station Hack SHP1

8 - 13 years

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives a Yeti Water bottle sponsored by **Drummond Diesel Services** and fly veil donated by **Athana Saddlery**

**Overall Prize Money:** 1<sup>st</sup> - \$50 | 2<sup>nd</sup> - \$40 | 3<sup>rd</sup> - \$30

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## 12. JUVENILE CHALLENGE

ENTRY FEE \$20

Hack HP11 | Working WP6 | Utility UP1 | Time Trial TTP3

14 - 18 years

Ribbons awarded to the first 5 placegetters in each individual sections.

Sashes awarded to top 3 overall placings.

Overall Winner receives an EMBROIDERED RUG sponsored by **Sweet and Stower Photography** and fly veil donated by **Athana Saddlery**

**Overall Prize Money:** 1<sup>st</sup> - \$50 | 2<sup>nd</sup> - \$40 | 3<sup>rd</sup> - \$30

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## 13. JUNIOR JUDGING

ENTRY FEE \$10

Class 13A - Under 8 years

Class 13B - 8 - 13 years

Class 13C - 14 - 18 years

Sashes awarded to top 3 overall placings.

Overall Winner receives a Yeti Water bottle sponsored by **LDP Hay Supplies**



## CONDITIONS OF ENTRY

**CAMPING** will be charged at \$15 per site and must be paid with your nominations. Please also indicate on your nomination form if stables are required.

All patterns for Futurities are on the ASHS website and attached to this program.

Please note there will be no rider/horse changes accepted after the nominations have closed.

All people entering the grounds, competitors and handlers, do so voluntarily. Neither the organising committee nor The Australian Stock Horse Society, accept any liability for any accident, damage, injury to horses, riders, spectators or any other person or property whatsoever.

The committee has the right to delete, alter or defer the programme, in part or entirely, or timing of same.

Current ASHS membership cards must be sighted at the office as proof of membership before entering into any competition on the day.

**All horses must be fully registered with the Australian Stock Horse Society – NOT foal recorded or Breeding Purposes only. Papers may be inspected. Horses must be owned by a financial member at time of competition.**

Juniors under 13 years can enter unregistered horses in junior ridden and handler classes.

Any person involved with handling a horse within the perimeter of the grounds (ie. rider, trainer, handler, strapper and the like) MUST be a member of the Society. Non-members will be able to take out a Temporary Membership on the day.

All colts and stallions when tied-up must wear a collar and be double tied. Handlers/riders 18 years and over only.

Horses must compete in all phases of their age group to be eligible for Section and Overall Placings.

If competing more than one horse, please ensure you have enough handlers for each horse. To keep program running smoothly and quickly we need your cooperation.

To be eligible for the High Point Heritage Stock Horse, horses must have been assessed and HSH must appear on the Australian Stock Horse Society Studbook after the horse's name.

All competitors under 18 years must wear an ASA approved skull cap, or international equivalent whenever handling or riding a horse. No handling or riding of stallions by competitors under 18 is permitted.

Handlers and competitors must be suitably attired according to the ASHS Events Rules and Regulations – no joggers allowed.

**GEAR & ATTIRE:** ASH attire recommended, snaffle bits only in all ridden sections with exception to the Junior and Senior Hack Challenge (double bridles permitted, but no changing of bits between ridden sections: hack, utility) - no twisted wire bits, martingales, tie downs, or hackamores, flank girths/horned saddles allowed. **\*\*NO GEAR CHANGES BETWEEN RIDDEN SECTIONS\*\***

No power cords are to be placed across any thoroughfare of horses, pedestrians or vehicles.

Stabling/Yards - Stable numbers limited, stallions only. The standard for cleaning stables includes removing manure, wet spots etc. and placing any refuse in designated disposal areas.

Refund Policy – refunds are at the discretion of the Committee. In the event that a competitor is unable to attend the scratching must be received by the Show Secretary in writing a minimum of 72 hours prior to the start of the event with proof of injury/illness to horse or rider (Vet Cert or Medical Cert). These can be sent via email to [montosilverbuckle@outlook.com](mailto:montosilverbuckle@outlook.com) clearly marked Attention: Central and North Burnett Show Secretary for a refund to be considered.

Protests must be lodged in writing to the Secretaries office with a \$100 fee within 30 minutes of the end of the class in dispute. This is refundable if protest is upheld.

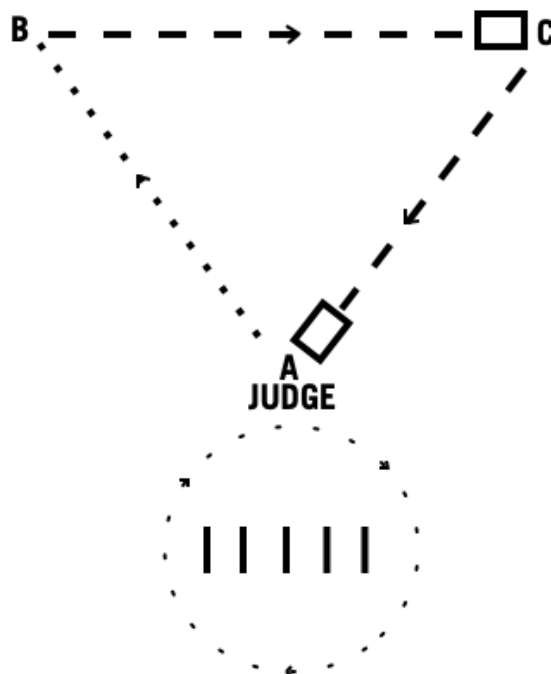


Australian Stock Horse  
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## LED – LP1

Event \_\_\_\_\_ Class \_\_\_\_\_

Horse \_\_\_\_\_ Rider \_\_\_\_\_



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.
<i>Consideration will be given to Type, Conformation, Movement, Temperament &amp; Presentation as per the Led Scoring System.</i>	

Score	/ 100
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Judge: \_\_\_\_\_ Date: \_\_\_\_\_



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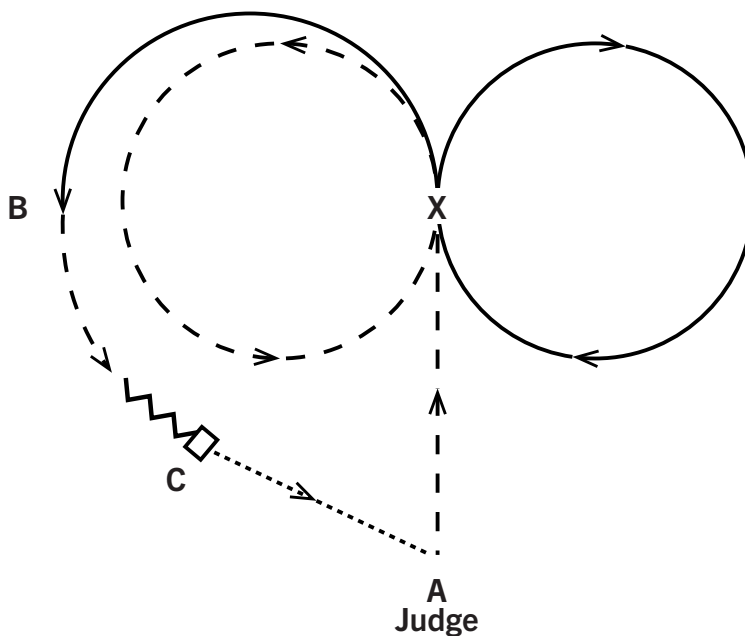
# HACK - 2025 HP1

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot out to X.	10	
3	Trot circle left.	10	
4	Canter circle right.	10	
5	Simple change at X.	10	
6	Canter half circle left to B.	10	
7	Trot to C.	10	
8	Halt.	10	
9	Rein back 3 metres.	10	
10	Walk to Judge on a light rein.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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





Australian Stock Horse  
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# HACK - 2025 HP4

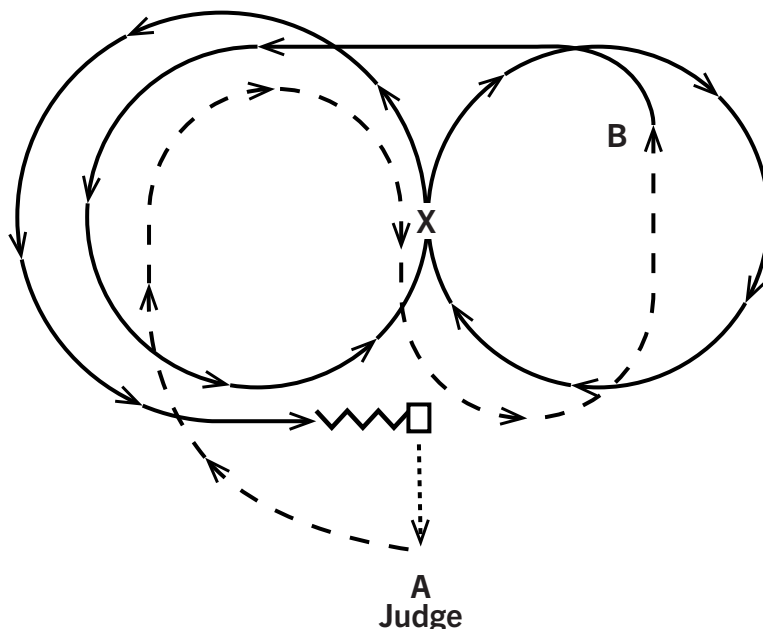
(Recommended for Maiden Horses & Youth Competitors)

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot a two loop serpentine to B.	10	
3	Canter left lead around to X.	10	
4	Simple change.	10	
5	Canter right circle to X.	10	
6	Simple change.	10	
7	Canter three quarter circle left.	10	
8	Halt in profile to Judge.	10	
9	Rein back 3 metres.	10	
10	Walk to Judge on a light rein.	10	
Total		100	

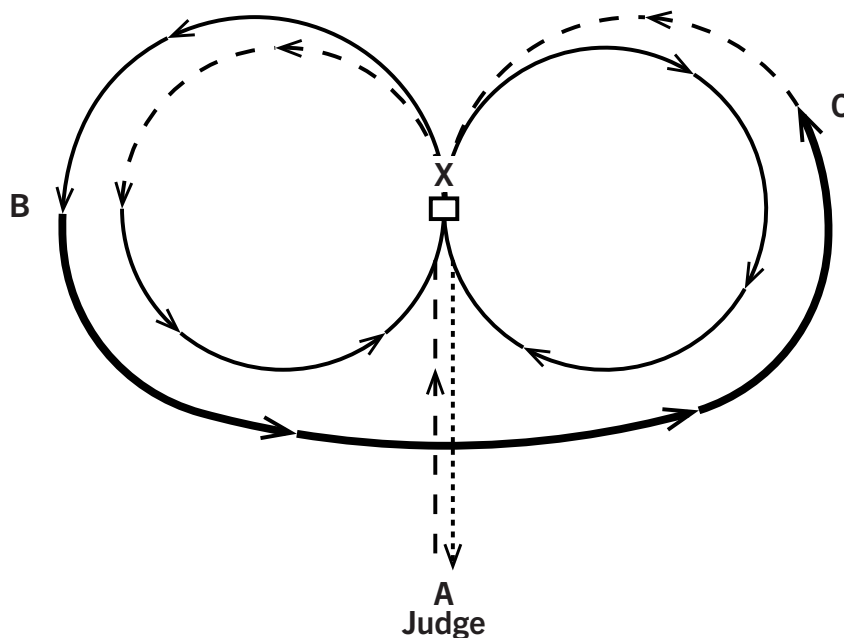
Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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



Event \_\_\_\_\_ Class \_\_\_\_\_  
 Horse \_\_\_\_\_ Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to X and trot a half circle left to B.	10	
3	Canter half circle to X.	10	
4	Simple change.	10	
5	Canter circle right to X.	10	
6	Simple change.	10	
7	Canter half circle left to B.	10	
8	Hand gallop to C.	10	
9	Trot to X and halt.	10	
10	Walk to Judge on a light rein.	10	
Total		100	

**Judge:** \_\_\_\_\_ **Date:** \_\_\_\_\_

### Scoring Scale:

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



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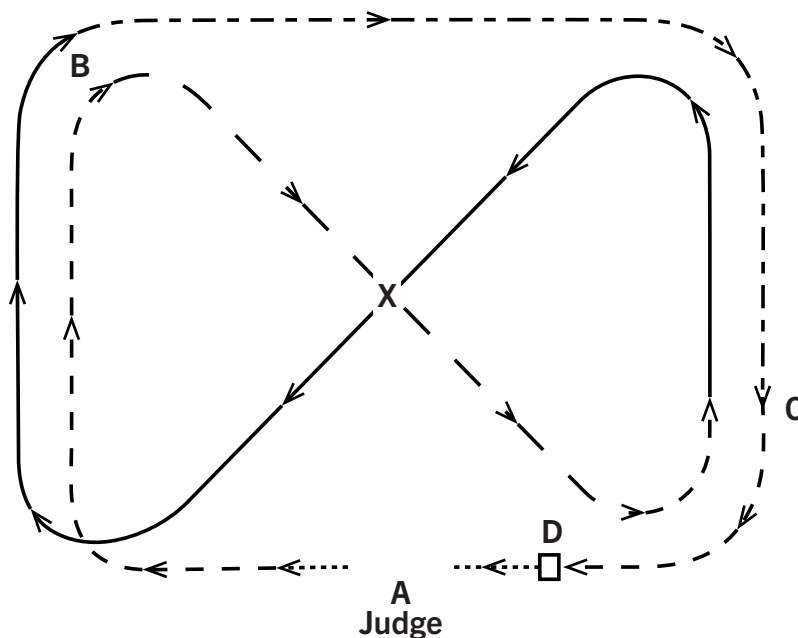
# HACK - 2025 HP7 - A

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and trot to B.	10	
3	Lengthen trot across the diagonal and trot to C.	10	
4	Canter left lead to X.	10	
5	Simple change.	10	
6	Canter right lead to B.	10	
7	Lengthen canter to C.	10	
8	Trot to D.	10	
9	Halt and settle.	10	
10	Walk to Judge on a light rein.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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





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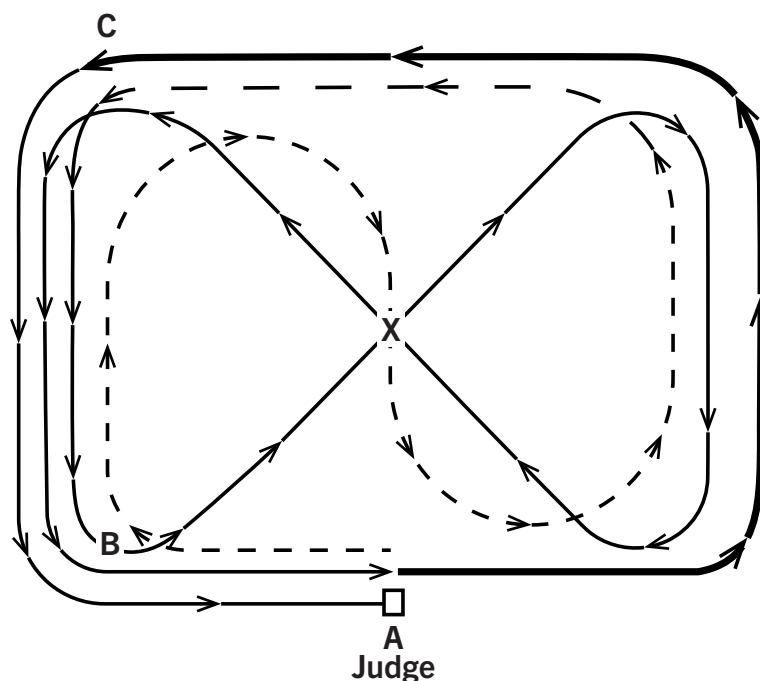
# HACK - 2025 HP8

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to B and trot a two loop serpentine.	10	
3	Lengthen trot along back of area to C.	10	
4	Canter left lead to B and continue across diagonal.	10	
5	Simple change at X.	10	
6	Continue canter right lead across the diagonal, half circle right and continue across diagonal.	10	
7	Flying change at X.	10	
8	Continue across diagonal and around to A.	10	
9	Hand gallop around area to C and canter to B.	10	
10	Canter towards Judge and halt in profile to Judge.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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



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# HACK - 2025 HP11

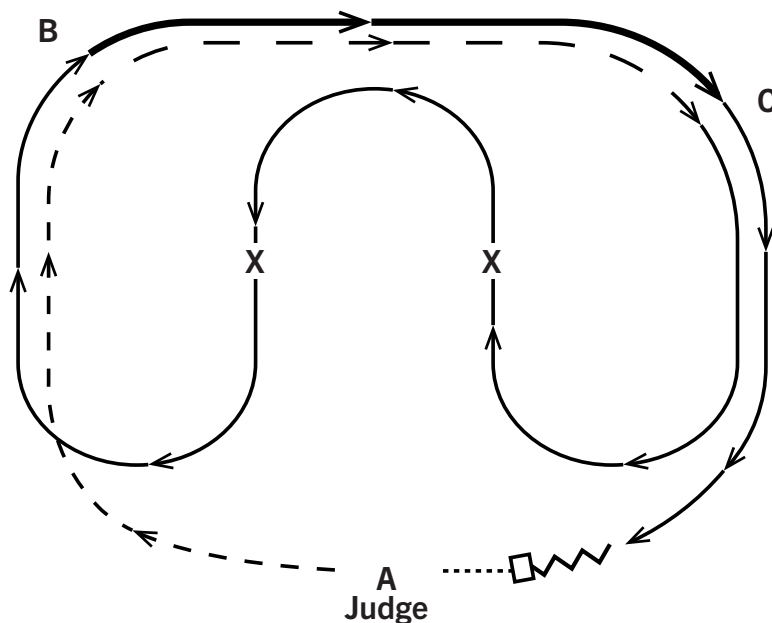
(Recommended for Open Horses)

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot from Judge and track right to B.	10	
3	Lengthen trot along the back of area to C.	10	
4	Canter right lead loop to X and simple change.	10	
5	Canter left lead loop to X and simple change.	10	
6	Canter right lead loop to B.	10	
7	Hand gallop across back of working area to C.	10	
8	Canter right lead towards Judge.	10	
9	Halt and rein back 3 metres.	10	
10	Walk to Judge on a light rein.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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



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# WORKING - 2025 WP1

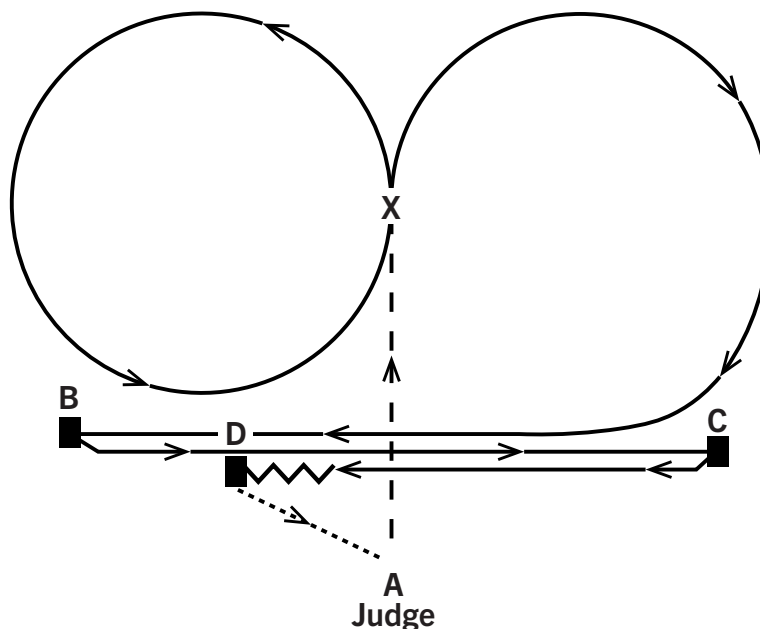
(Recommended for Maiden & Junior Class)

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to X with light rein.	10	
3	Canter circle left.	10	
4	Simple change at X.	10	
5	Canter three quarter circle right and continue to B.	10	
6	Stop and roll back to left.	10	
7	Canter to C, stop and roll back to right.	10	
8	Canter past centre and stop.	10	
9	Settle and rein back 3 metres.	10	
10	Walk to Judge on a loose rein.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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





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# WORKING - 2025 WP3

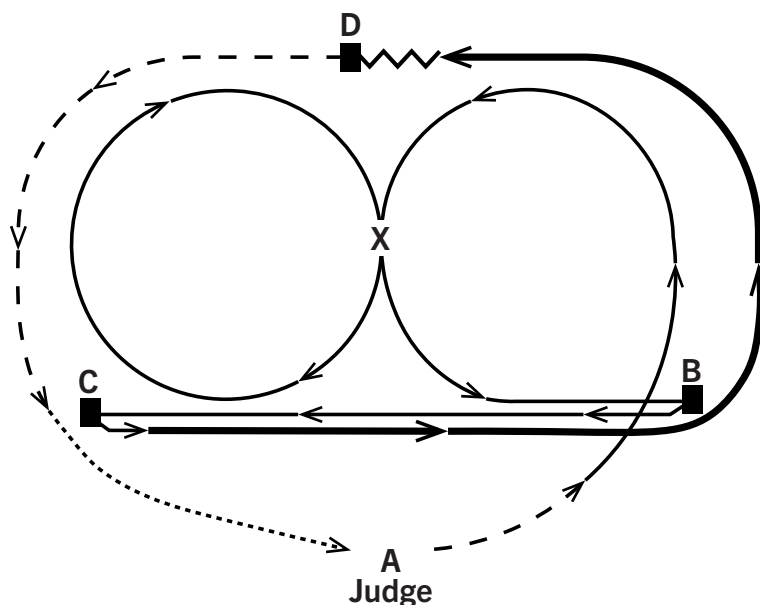
(Recommended for Maiden, Novice, Junior & 3yo Class)

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot away from Judge and canter circle left to X.	10	
3	Simple change.	10	
4	Canter circle right to X.	10	
5	Simple change.	10	
6	Canter to B, stop and roll back right.	10	
7	Canter to C, stop and roll back left.	10	
8	Hand gallop around to D.	10	
9	At D stop, settle and rein back 3 metres.	10	
10	Trot to C, walk to Judge on a loose rein.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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



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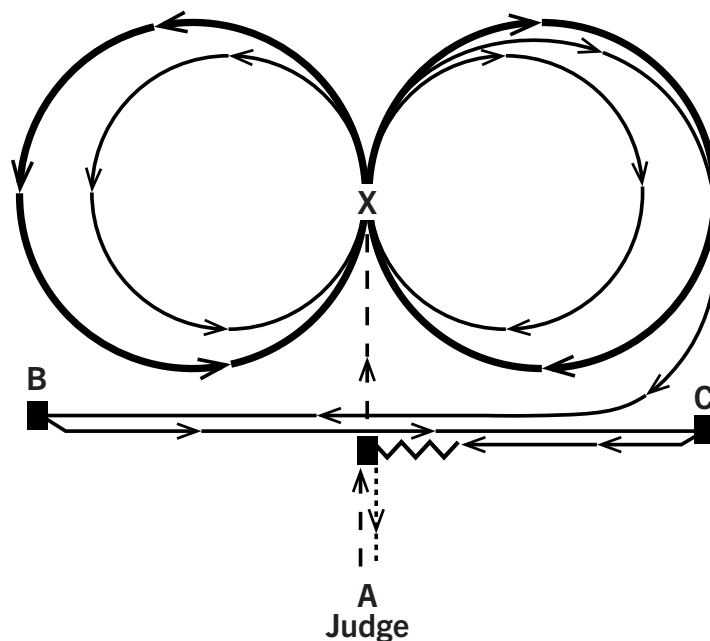
# WORKING - 2025 WP6

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to X, hand gallop large circle right, at X canter small circle right.	10	
3	Simple change.	10	
4	Hand gallop large circle left, at X canter small circle left.	10	
5	At X simple change.	10	
6	Canter three quarter circle right and continue to B, stop and roll back left.	10	
7	Canter to C, stop and roll back right.	10	
8	Canter to centre and stop.	10	
9	Settle and rein back 3 metres.	10	
10	Walk to Judge on a loose rein.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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



Australian Stock Horse  
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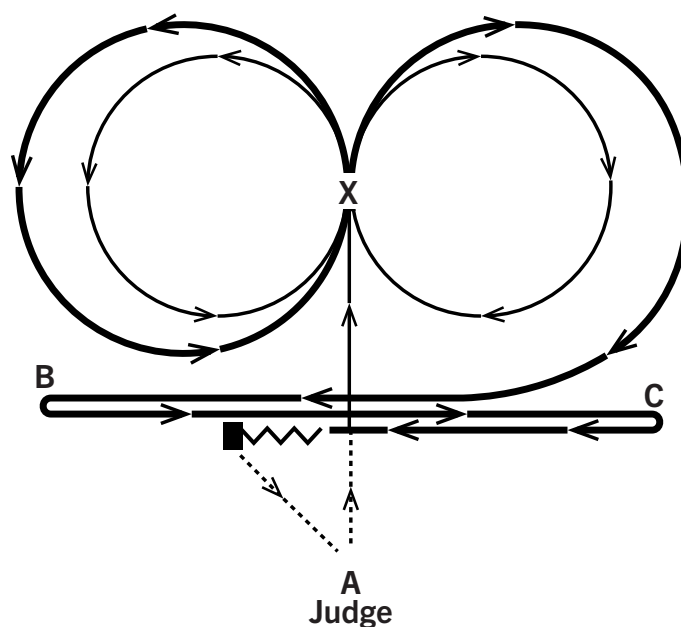
# WORKING - 2025 WP7

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and canter left lead to X, canter small circle left.	10	
3	At X gallop large circle left.	10	
4	Flying change at X.	10	
5	Canter small slow circle right.	10	
6	At X gallop large three quarter circle right and continue to B.	10	
7	Haunch turn left and gallop to C.	10	
8	Haunch turn right.	10	
9	Gallop past centre line, stop and settle.	10	
10	Rein back 3 metres and walk to Judge on a loose rein.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

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





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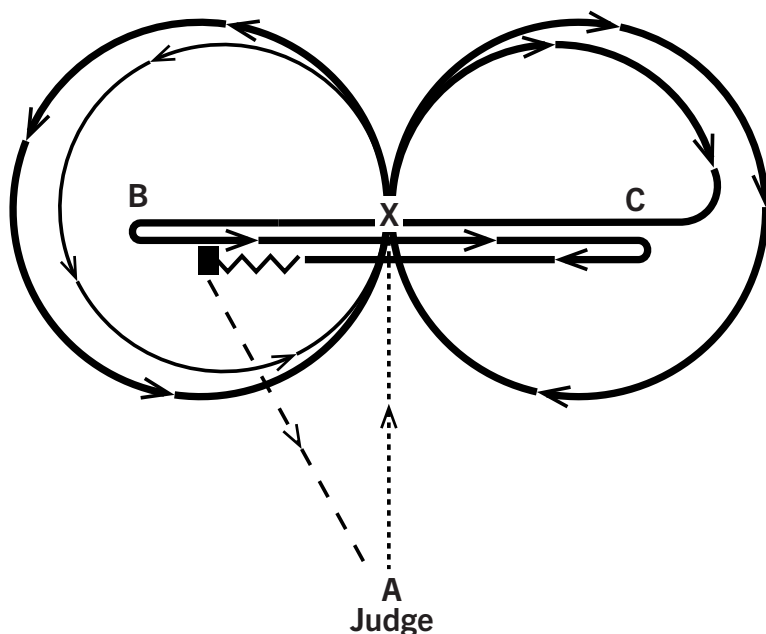
# WORKING - 2025 WP13

Event \_\_\_\_\_

Class \_\_\_\_\_

Horse \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to X cracking whip.	10	
3	Canter circle left to X and simple change.	10	
4	Hand gallop circle right to X and flying change.	10	
5	Hand gallop circle left to X and flying change.	10	
6	Hand gallop half circle right and continue across area to B.	10	
7	Haunch turn left and hand gallop to C.	10	
8	Haunch turn right and hand gallop past X.	10	
9	Stop and settle.	10	
10	Rein back 3 metres and trot to Judge on a light rein.	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale:

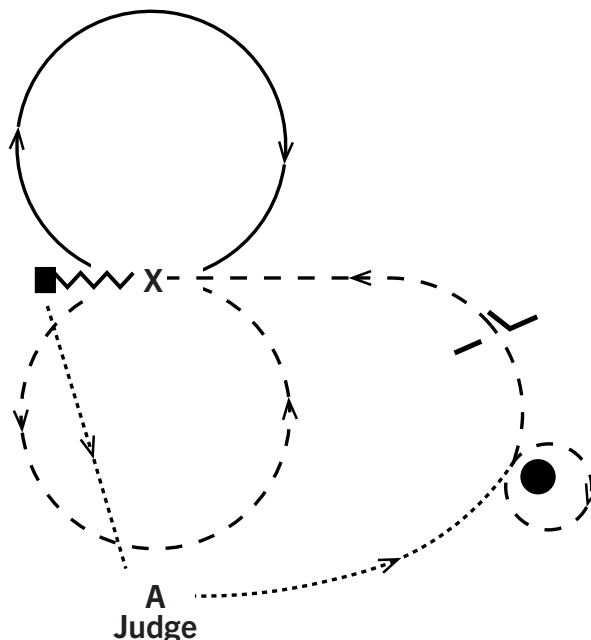
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



*(Recommended for Young Horses/Juniors etc. Not suitable for Open Horses)*

**Class** \_\_\_\_\_

Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot out to drum, stop and pick up coat.	10	
3	Trot a circle around drum, replace coat on drum.	10	
4	Trot to gate.	10	
5	Open, pass through and close gate keeping hand on gate at all times.	10	
6	Trot to X and canter circle right to X.	10	
7	Trot circle left to X.	10	
8	Continue past X and stop and settle.	10	
9	Rein back 3 metres.	10	
10	Walk to Judge on a loose rein.	10	
Total		100	

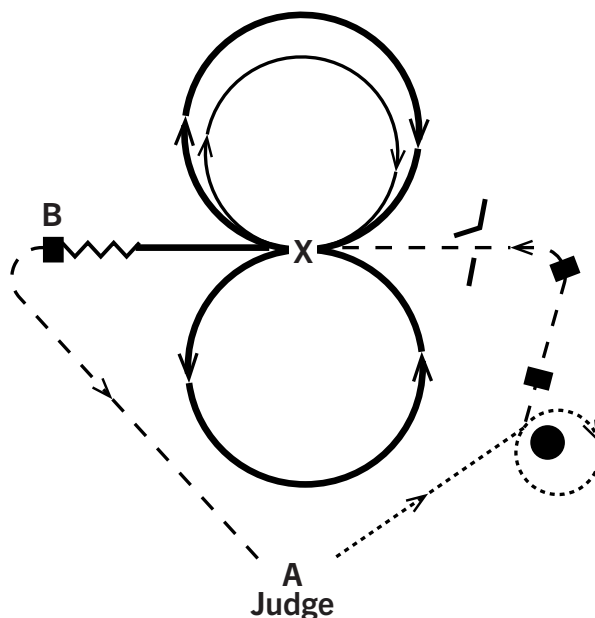
**Judge:** \_\_\_\_\_ **Date:** \_\_\_\_\_

### Scoring Scale:

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



## Rider \_\_\_\_\_



**Judge:** \_\_\_\_\_ **Date:** \_\_\_\_\_

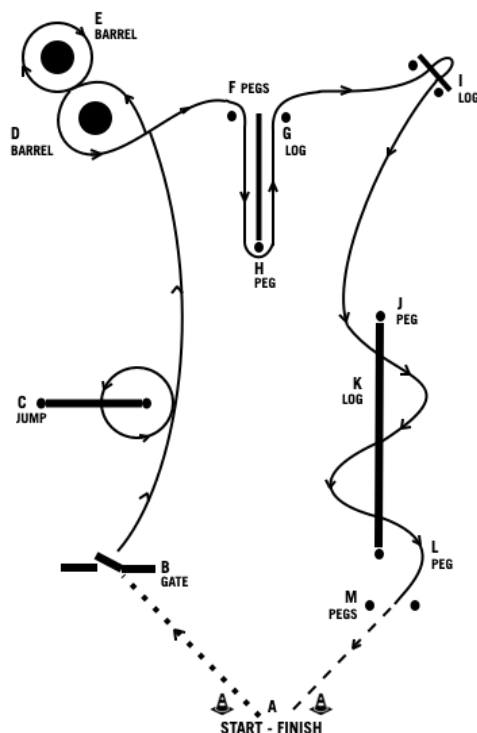
0	1	2	3	4	5	6	7	8	9	10
Not Executed		Insufficient			Satisfactory			Good		Excellent



# TIME TRIAL – TTP3

Event \_\_\_\_\_ Class \_\_\_\_\_

Horse \_\_\_\_\_ Rider \_\_\_\_\_



## Course

1. Walk through start pegs and continue at walk to gate (B). Pass through gate, opening and closing.
2. Continue past jump (C) leaving it on the horses near side. Turn left and proceed over the jump (C), turn left around the end of the jump, and continue to D.
3. Leave barrel D on horses near side completing a half circle anti-clockwise, circle barrel E clockwise and then circle D half circle anti-clockwise to complete a figure of eight. Continue to the pegs at F
4. Leave the first F peg on horses' off-side, turn right and along the length of log G. Turn 180° left around peg H and along log G. Leave the second peg at F on horses' off-side and turn right.
5. Proceed to I, between the pegs and over the log then turn 180° right and over the log between the pegs.
6. Continue to J, proceed over log (K) three times in a serpentine motion between Pegs J and L, starting with peg J on horses near side.
7. Trot prior to pegs at M, continue at a trot through the finish pegs at A.

- Maximum height of the Jump (C) is 60cm
- Distance from the edges of Barrel D and E is 2m
- (F) pegs are 1m from the outside of log (G)
- The log (G) is 5m long & 20cm in diameter
- (I) pegs are 2m apart, the log is 2m with a diameter of 30cm.
- The log (K) is 8-10m, with a diameter of 30cm
- There is a 1m distance between the pegs at M.

- Trees or pegs driven into the ground should be used in preference to drums
- The lengths and diameters of logs is the minimum required.
- If logs of less than the designated diameters are not available, the logs MUST be securely pinned to the ground to prevent all movement.

## Note:

- Once the rider's hand touches the gate, the horse may continue at any pace to M.
- In competitions restricted to riders under 13 years, riders must open the gate but do not have to close it.

## Penalties

One (1) Second	<ul style="list-style-type: none"> <li>• Each stride that is broken in the Walk &amp; Trot sections</li> <li>• For each hoof which cross the log at G.</li> </ul>
Three (3) Seconds	<ul style="list-style-type: none"> <li>• Any peg or obstacle knocked down or dislodged</li> <li>• Any obstacle the Judge deems to be sufficiently moved</li> </ul>
Elimination	<ul style="list-style-type: none"> <li>• The horses four feet do not touch the ground on the other side of the logs at I and K before returning over the log</li> <li>• Any section of the course not completely &amp; correctly negotiated</li> </ul>

Time (seconds)	Penalties	Grand Total

The steward is to mark on this sheet where the penalty or penalties were incurred.

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

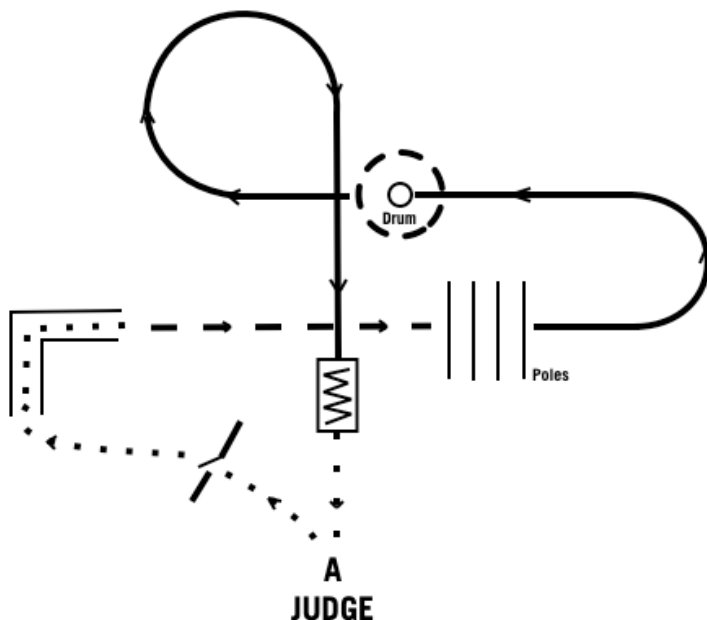
# UTILITY – UP1



Australian Stock Horse  
SOCIETY

Event \_\_\_\_\_ Class \_\_\_\_\_

Horse \_\_\_\_\_ Rider \_\_\_\_\_



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk to gate	10	
3	Pass through gate, keeping hand on gate at all times	10	
4	Walk onto L shapes poles and walk through	10	
5	Trot to and over 4 poles on ground	10	
6	Canter left lead ½ circle to drum and pick up coat	10	
7	Trot around drum and replace coat on drum	10	
8	Canter circle to the right and straight to square	10	
9	Stop in square and rein back 3 metres	10	
10	Walk back to Judge on loose rein	10	
Total		100	

Judge: \_\_\_\_\_ Date: \_\_\_\_\_

## Scoring Scale

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