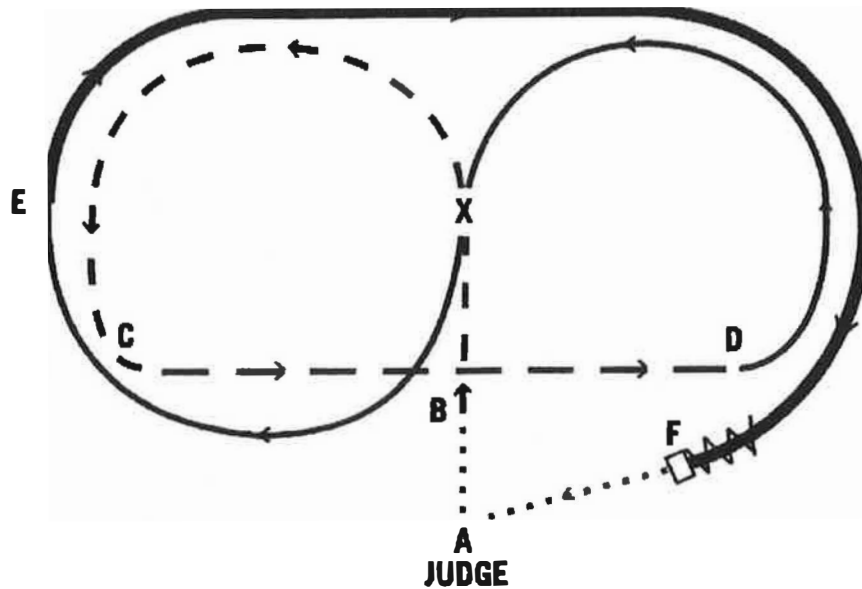


# 2023 Australian Stock Horse National Show

## Pattern: Hack Open Challenge & Encouragement

Australian Stock Horse  
SOCIETY



	Possible Points	Judge's Marks	Ⓢ	Total
1 Type, Presentation and Overall Impression	20			
2 Acknowledge Judge at A, walk to B and continue at trot to X	10			
3 At X trot half a circle left to C	10			
4 At C turn left and lengthen trot to D	10			
5 At D canter left half circle to X	10			
6 At X flying change or simple change	10		x2	
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 at A on a light rein	10			
<b>Total</b>	<b>120</b>			

Percentage \_\_\_\_\_

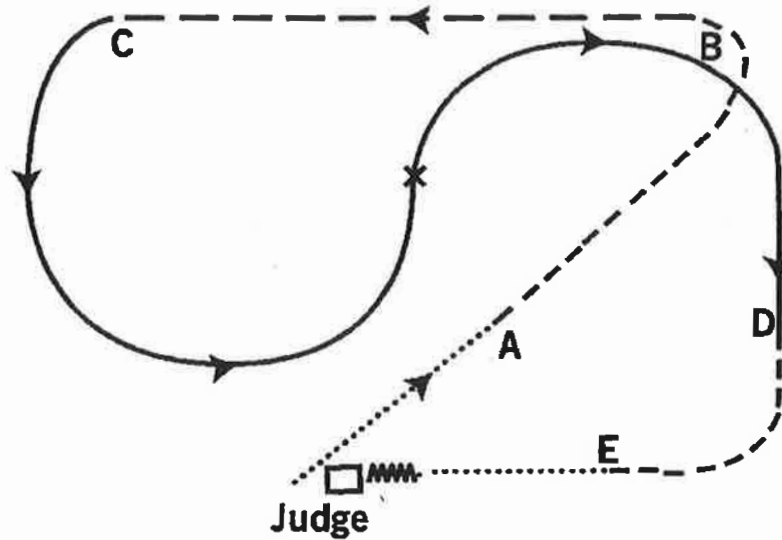
### Scoring Scale

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

Judges Signature: \_\_\_\_\_

# EVENT NUMBERS -

## Hack Pattern JUNIOR



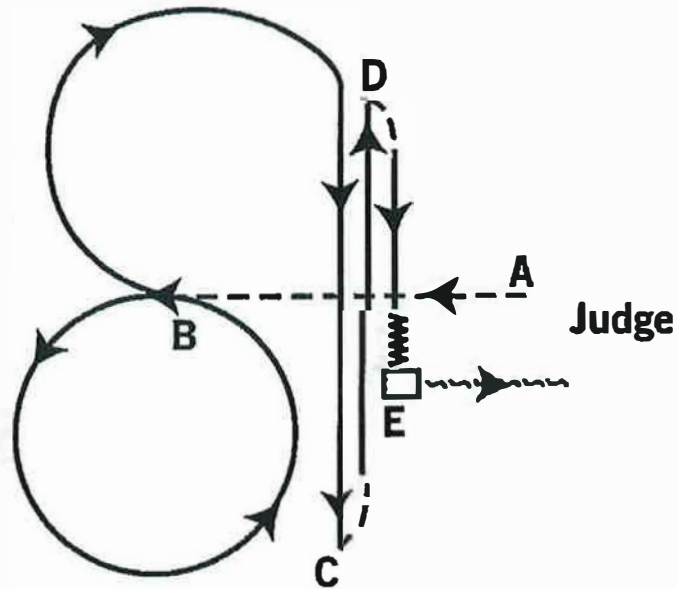
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	20	_____
2 Acknowledge Judge, Walk to A	10	_____
3 At A Trot to B, turn left	10	_____
4 Lengthen Trot along back of arena to C	10	_____
5 At C Canter loop to the left	10	_____
6 At X Simple change through Trot to the right	10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

## Working Pattern -



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	20	_____
2 Trot from A with light rein contact	10	_____
3 At B Canter circle to left	10	_____
4 <del>Simple</del> 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>110</b>	_____

Horse Name and Number



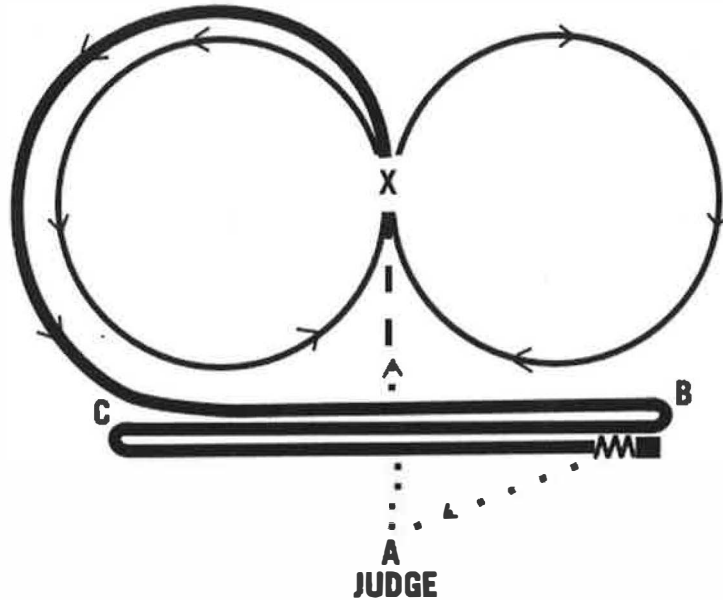
Australian Stock Horse



# WORKING – Encouragement

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

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



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Walk short distance and trot to X	10	
3	Canter circle left	10	
4	Simple change at X <i>or flying change</i>	10	
5	Canter circle right	10	
6	Flying change at X <i>Simple or</i>	10	
7	Hand gallop to B, roll back to right	10	
8	Hand gallop to C, roll back to left.	10	
9	Hand gallop to B, stop and settle and rein back 3 metres	10	
10	Walk to Judge on loose rein cracking whip	10	
<b>Total</b>		<b>100</b>	

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

## Scoring Scale

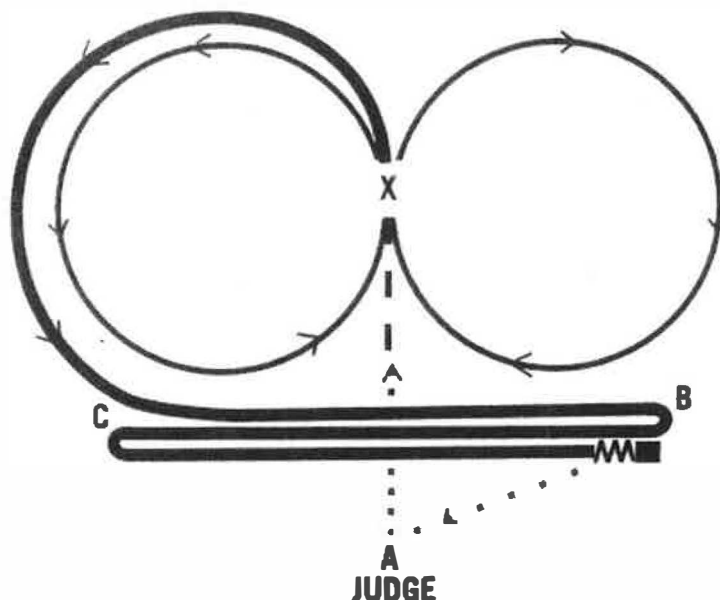
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



# WORKING - Open Challenge

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

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



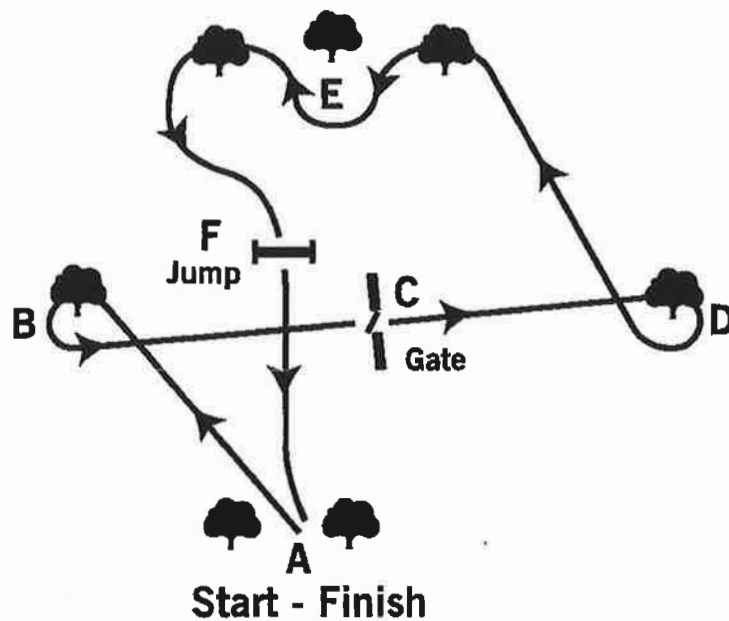
		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Walk short distance and trot to X	10	
3	Canter circle left	10	
4	Simple change at X	10	
5	Canter circle right	10	
6	Flying change at X	10	
7	Hand gallop to B, haunch turn right	10	
8	Hand gallop to C, haunch turn left	10	
9	Hand gallop to B, stop and settle and rein back 3 metres	10	
10	Walk to Judge on loose rein cracking whip	10	
<b>Total</b>		<b>100</b>	

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

### Scoring Scale

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

# 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