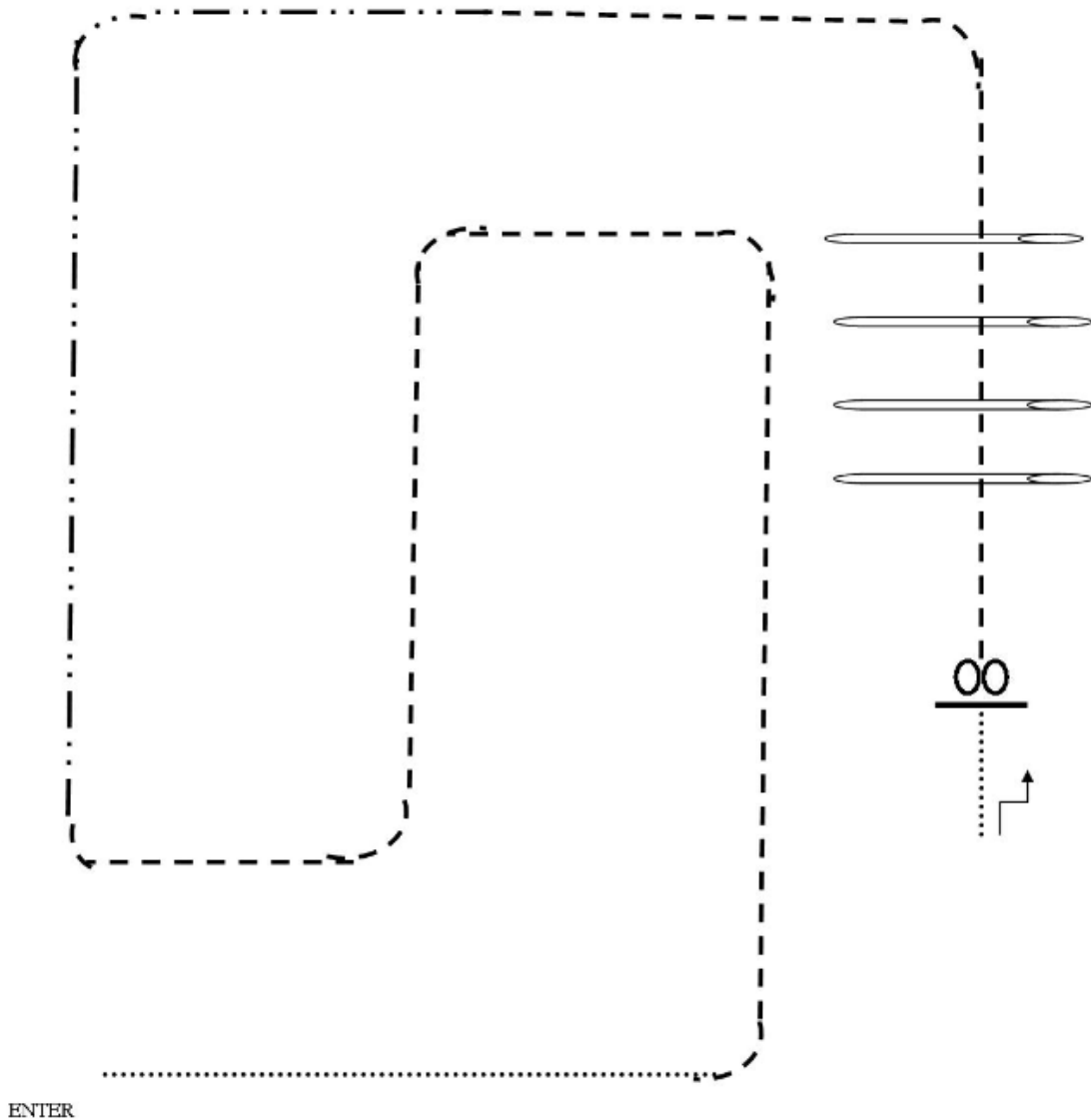


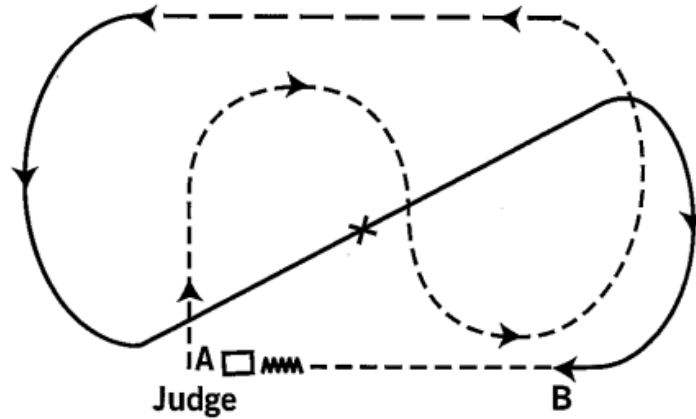
Beginner & Youth Pattern

- | | | | |
|--------------------|--------------------|----------|---------|
| 1. WALK | 6. TROT over RAILS | WALK | |
| 2. TROT | 7. STOP | TROT | ---- |
| 3. TROT SERPENTINE | 8. 360 both ways | EXT TROT | - . - . |
| 4. EXT TROT | 9. WALK | | |
| 5. TROT | 10. STOP and BACK | | |



Maiden, Junior & Juvenile Pattern

Hack Pattern H5



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Trot two loop serpentine	10	_____
3 Lengthen Trot along the back of area	10 x 2 (20)	_____
4 At the corner Canter half circle left	10	_____
5 Change rein across the diagonal with simple change at X	10	_____
6 Canter half circle right	10	_____
7 At B Trot and continue to A	10	_____
8 At A Halt in front of Judge	10	_____
9 Rein back 3 metres	10	_____
TOTAL	100	_____

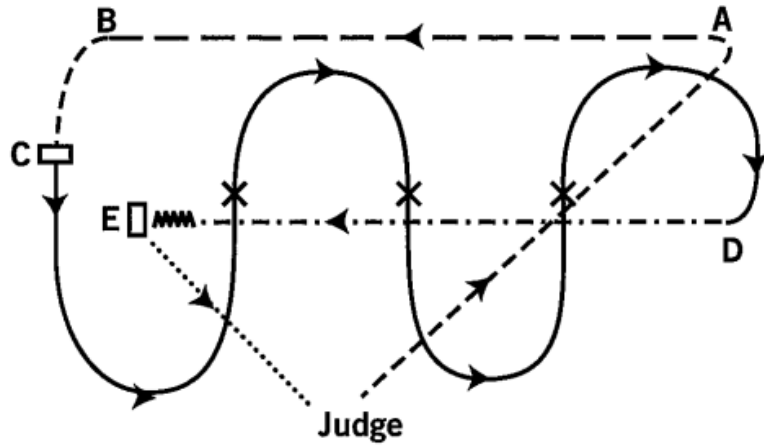
Horse Name and Number



Australian Stock Horse

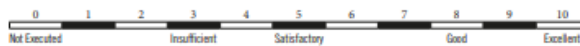
OPEN HACK PATTERN

Hack Pattern H13



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Acknowledge Judge, Trot to A and turn left	10	_____
3 Lengthen Trot across back of area to B	10 x 2 (20)	_____
4 At B Trot to C and Halt	10	_____
5 At C strike off Canter left lead, and Canter a four loop serpentine with 3 different changes (Walk through, Trot through and Flying)	10 x 2 (20)	_____
6 At D turn right, lengthen Canter to E	10	_____
7 At E Halt and Rein back 3 metres	10	_____
8 Walk back to Judge on a light rein	10	_____
TOTAL	100	_____

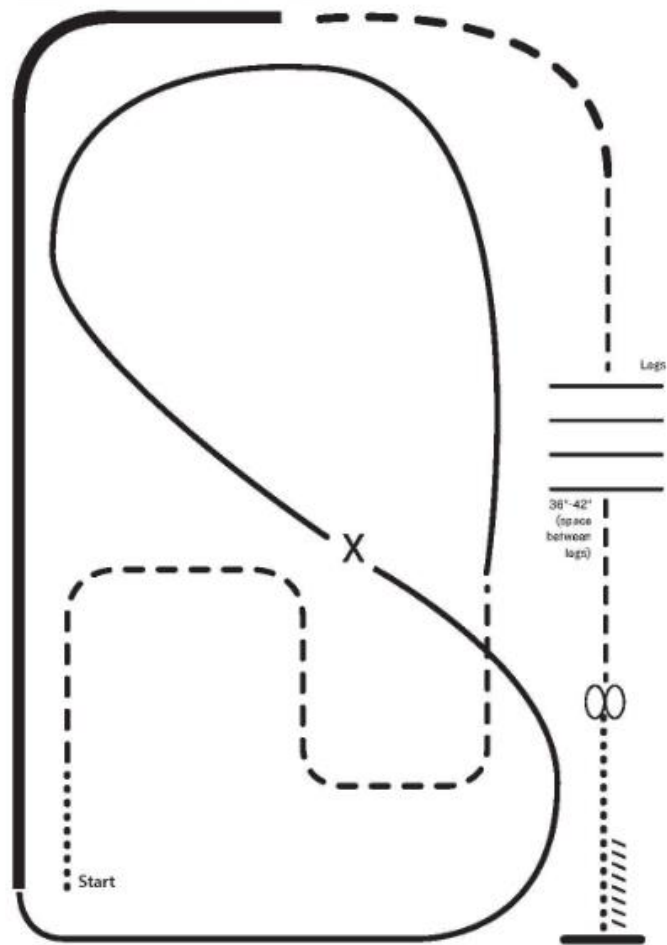
Horse Name and Number



Australian Stock Horse

OPEN

RANCH RIDING - PATTERN 3

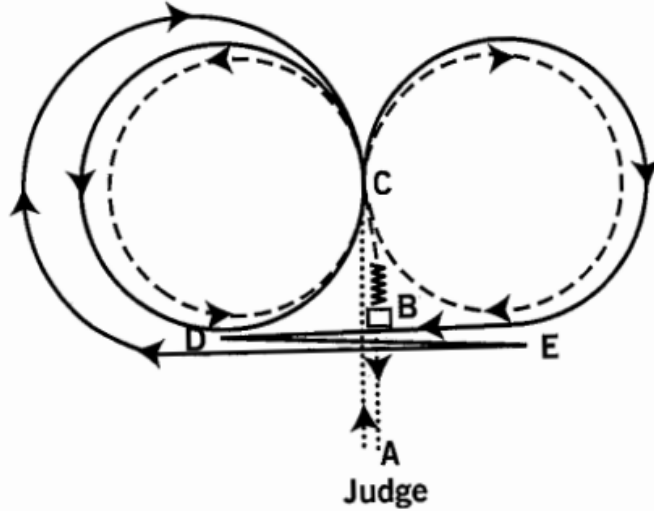


- X Lead Change
- Walk
- - - - - Trot
- — — — — Ext trot
- Lope
- Ext Lope
- ///////// Back

- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over legs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

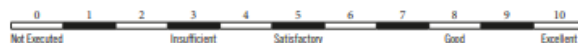
OPEN WORKING PATTERN

Working Pattern - W7



	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk to C cracking whip	10	_____
3 At C Trot circle to left	10	_____
4 At C Canter circle to left	10	_____
5 At C Trot circle to right	10	_____
6 At C Canter three quarter circle to right and straight on to D	10	_____
7 At D Haunch turn to left	10 x 2 (20)	_____
8 Canter straight to E. At E Haunch turn to right	10 x 2 (20)	_____
9 Canter round to C and Trot straight to B	10	_____
10 At B Stop, Rein back 3 paces, Walk to A	10	_____
TOTAL	120	_____

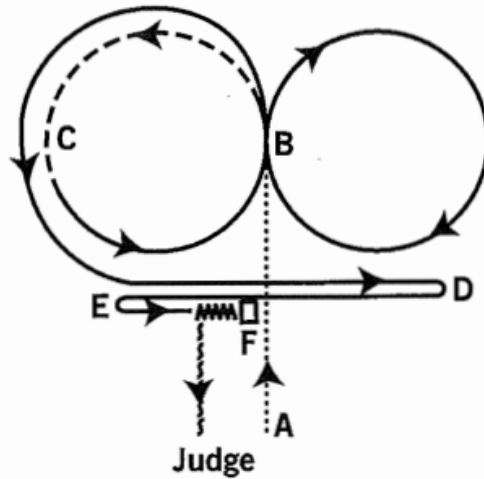
Horse Name and Number _____



Australian Stock Horse

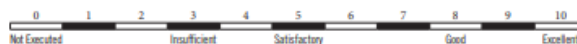
Maiden, Junior & Juvenile Pattern

Working Pattern - W3a



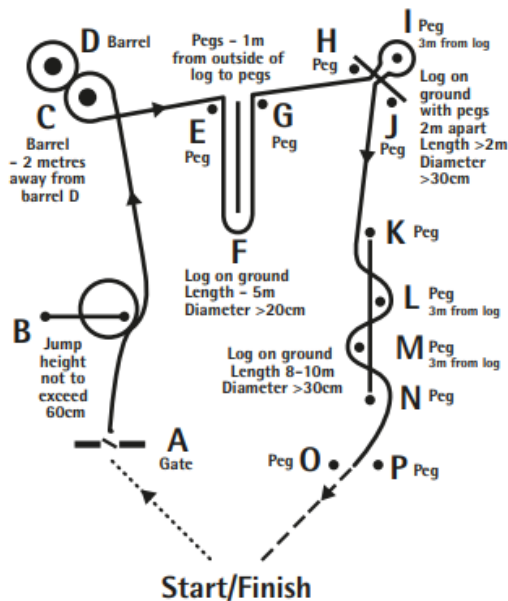
	POSSIBLE POINTS	ALLOCATED POINTS
1 Type, Presentation and Overall Impression	10	_____
2 Walk from A to B. At B Trot left half circle to C	10	_____
3 At C Canter to B. At B simple change	10	_____
4 Canter right circle to B and simple change	10	_____
5 Canter left to D. At D roll back right	10 x 2 (20)	_____
6 Canter to E. At E roll back left	10 x 2 (20)	_____
7 Canter to F and Stop, settle, rein back 4 paces	10	_____
8 Walk to Judge on loose rein, creating a ship	10	_____
TOTAL	100	_____

Horse Name and Number



Australian Stock Horse

Time Trial Pattern TT4



Course

- 1 Commence course between the start/finish pegs at a Walk. Walk to gate at A. Once the rider's hand touches the gate, the horse may continue the course at any pace to the pegs at O and P
- 2 Open the gate, pass through and close the gate - the gate latch must be securely fastened
- 3 Continue past the jump at B, leaving the jump on the near side of the horse. Turn and jump the jump, continue to circle around the end of the jump to the barrel at C
- 4 Leave barrel C on the near side of the horse, circle anti-clockwise half a circle around barrel C, circle barrel at D clockwise a full circle and then circle C anti-clockwise half a circle to complete figure of eight (Note: two metre distance between the edges of barrel C and D). Continue to the peg at E
- 5 Leave the peg E on the off side of the horse, complete a 90° turn to the right and continue along the length of log at F
- 6 At the end of log F, turn 180° around the end of the log and continue along the other side of log F towards peg G. Leaving peg G on the off side of the horse, turn 90° and continue towards log between pegs H and J

7 At peg H, jump the log between the pegs, then around peg I on the off side of the horse and jump back over log at J and continue towards peg at K

8 Jump log between pegs K and N three (3) times in a serpentine motion, starting with peg K on left and going around pegs L and M with final jump having peg N on right. Come back to trot between O and P

9 Continue to O, reducing the pace of the horse to a Trot prior to crossing a line between the pegs O and P. (Note: 1 metre distance between the O and P pegs)

10 Then continue at a Trot to start/finish pegs. Horse must Trot between the start/finish pegs to complete the course

Rules

- 1 The time commences and terminates when the horse's nose crosses the line between the start/finish pegs
- 2 A one (1) second penalty will be incurred for each stride that is broken in the Walk and Trot sections
- 3 A three (3) second penalty will be incurred if the gate, jumps, barrels at C and D; the logs at F, H or K or any peg from E through P is dislodged
- 4 When jumping the log at H and K, the horse's four feet must touch the ground on the other side of the obstacle before returning over the log. Failure to do so will result in elimination
- 5 A horse will be eliminated for not completely and correctly negotiating any section of the course
- 6 Head restraints are not permitted
- 7 The Walk section must be a four beat pace Walk. Penalties will be incurred for any break in beat
- 8 A one (1) second penalty will be incurred for each hoof which crosses the log at F
- 9 Penalties will be added to the time and the time will become the score for this section
- 10 The horse with the lowest score will be determined as the winner

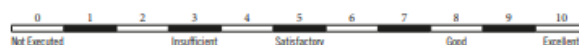
Safety

For safety, if logs of less than the designated diameters are not available, the logs MUST be securely pinned to the ground in order to prevent all movement

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