

# Junior

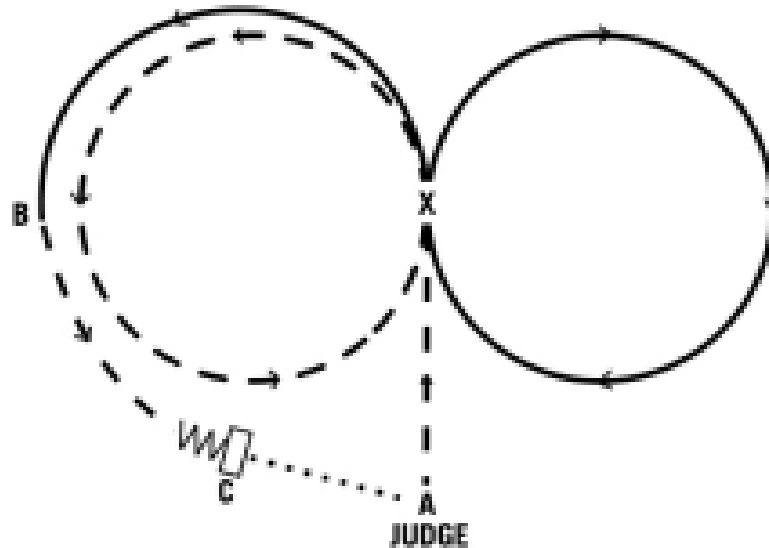


Australian Stock Horse  
SOCIETY

## HACK – HP1

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

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



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

# Juvenile & Rookie

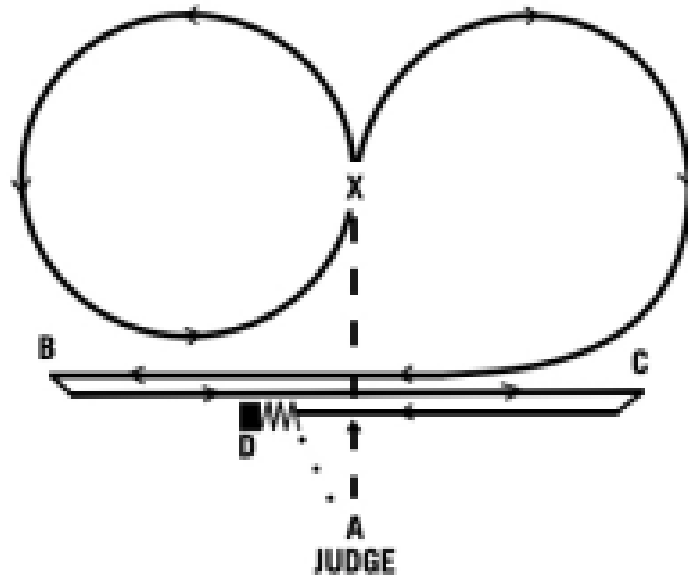


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## WORKING – WP1

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 and continue to B	10	
6	Roll back to left	10	
7	Canter to C roll back to right	10	
8	Canter to D and stop	10	
9	Settle and rein back 3 metres	10	
10	Walk to A on loose rein	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

# Novice

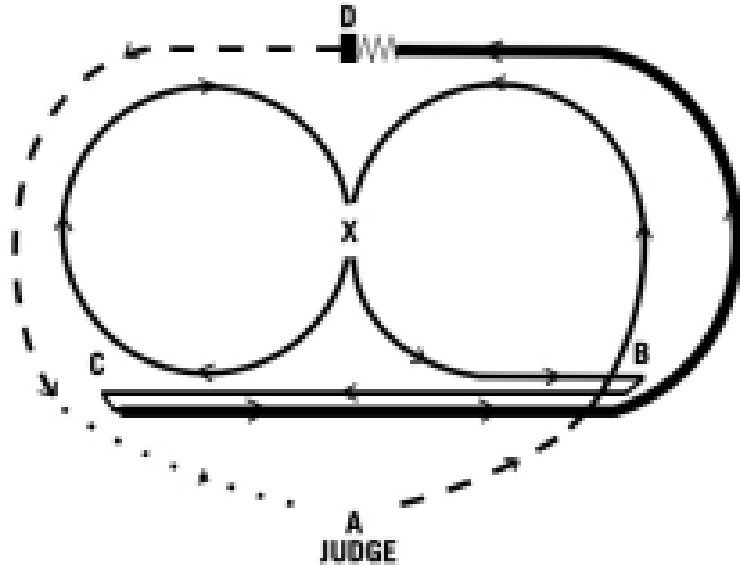


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## WORKING – WP3

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

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



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

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

### Scoring Scale

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

# Junior, Juvenile, Rookie, Novice & Open Obstacle Pattern

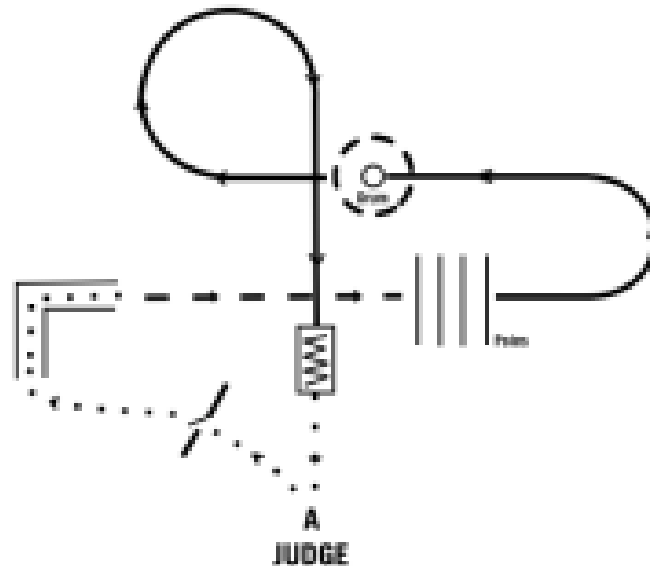


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## UTILITY – UP1

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 1/2 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	
<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

# Open

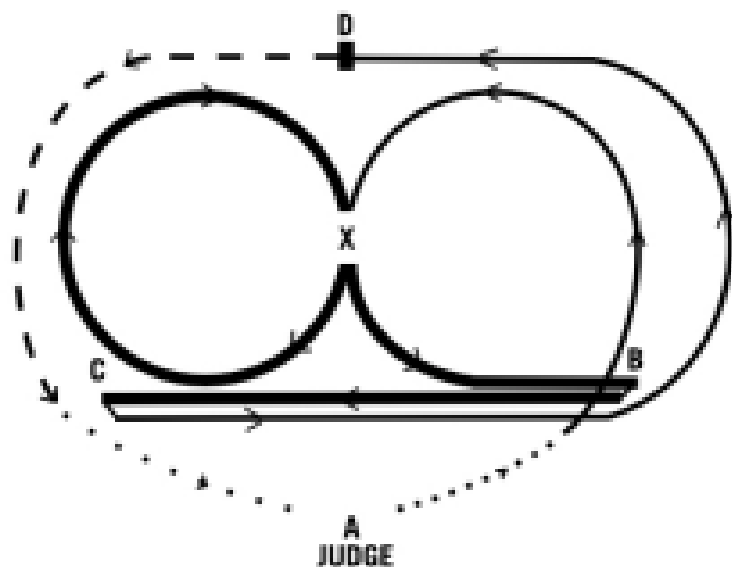


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## WORKING – WP5

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

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



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Walk a short distance and canter left	10	
3	At X simple change	10	
4	Hand gallop circle to right	10	
5	At X flying change	10	
6	Continue to B and roll back right	10	
7	Hand gallop to C and roll back left	10	
8	Canter around to D, stop and settle	10	
9	Trot to C one handed	10	
10	Walk to Judge 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