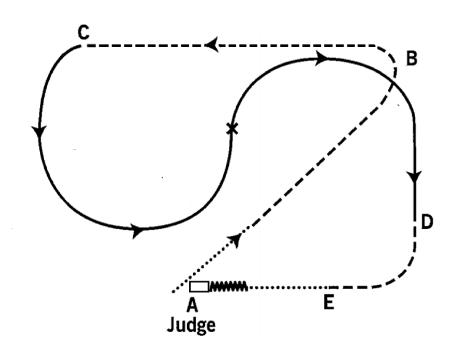


Section: Hack Pattern: NS 1

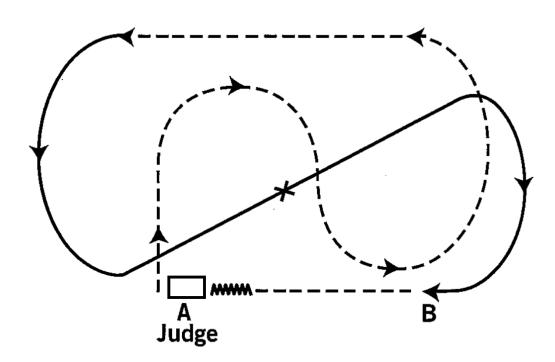


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge, walk a short distance	10			
3	Trot to B, turn left	10			
4	Trot along back of arena to C	10			
5	At C, canter loop to the left	10			
6	Simple change at X	10		x2	
7	Canter loop to the right and continue to D	10			
8	At D trot, continue to E. Walk at E	10			
9	Halt in front of Judge. Rein back 3 metres	10			
	Total	100			





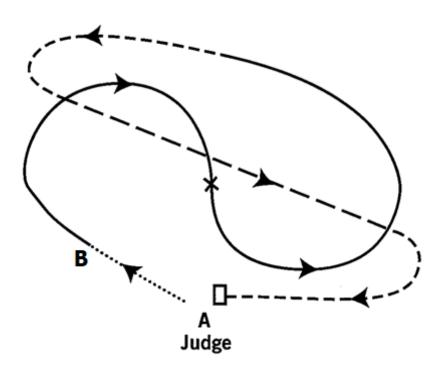
Section: Hack Pattern: NS 2



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge, trot two loop serpentine	10			
3	Trot along the back of the arena	10			
4	At the corner canter half circle left	10			
5	Change rein across the diagonal with simple change at X	10		x2	
6	Canter half circle right	10			
7	At B trot and continue to A	10			
8	Halt in front of Judge	10			
9	Rein back 3 metres	10			
	Total	100			



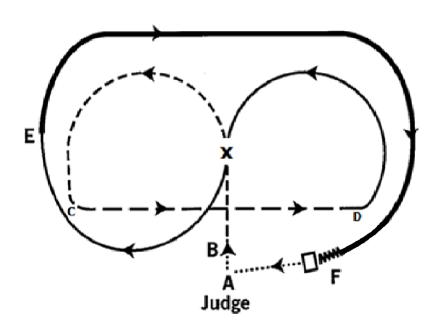
Section: Hack Pattern: NS 3



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Walk from Judge to B. At B canter right lead half circle to X	10			
3	At X flying change	10		x2	
4	Canter left half circle and continue along back of area	10			
5	Halfway along back of area trot	10			
6	Track left and lengthen trot across the diagonal, then working trot	10		x2	
7	Turn right and trot back to Judge at A	10			
8	Halt in profile	10			
	Total	100			_



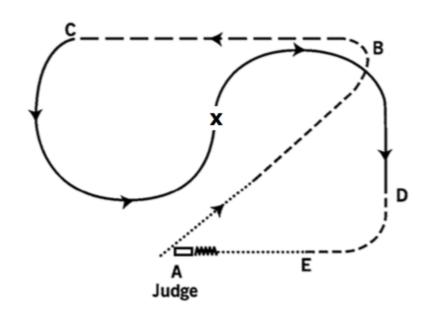
Section: Hack Pattern: NS 4



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
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		x2	
5	At D canter left half circle to X	10			
6	At X flying 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			
	Total	120			
	Percentage				



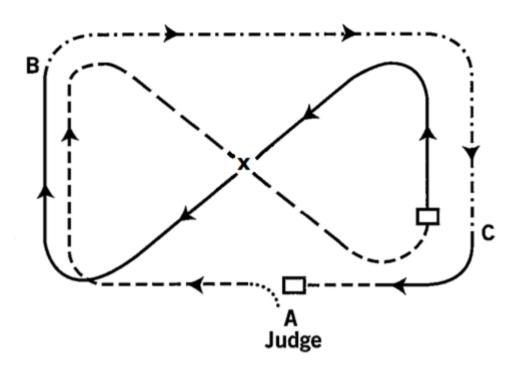
Section: Hack Pattern: NS 5



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge, walk a short distance, then trot	10			
3	Trot to B, turn left	10			
4	Lengthen trot along back of arena to C	10		x2	
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 at A and Halt	10			
9	Rein back 3 metres	10			
	Total	100			



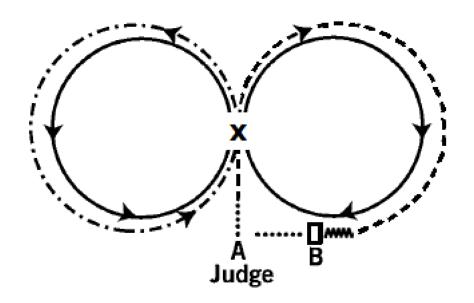
Section: Hack Pattern: NS 6



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge at A, walk a short distance, then trot around to B, turn right	10			
3	Lengthen trot across diagonal, back to trot on corner left, and at C halt	10		x2	
4	Strike off to canter left lead, canter on, turning left across the diagonal with a simple change in centre at X	10		x2	
5	Canter around to B	10			
6	At B lengthen canter around arena to C	10			
7	At C down through the transitions to A	10			
8	At A Halt in profile to Judge	10			
	Total	100			



Section: Hack Pattern: NS 7

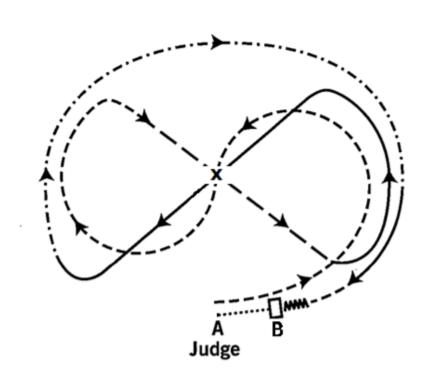


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Walk a short distance from A and trot to X	10			
3	Canter circle left	10			
4	Simple change at X	10			
5	Canter circle right	10			
6	Flying change at X	10			
7	Lengthen canter circle left	10			
8	At X trot half a circle right	10			
9	At B Halt, rein back 3 metres	10			
10	Walk back to Judge at A on a light rein	10			
	Total	100			

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

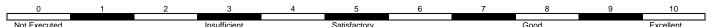


Section: Hack Pattern: NS 8



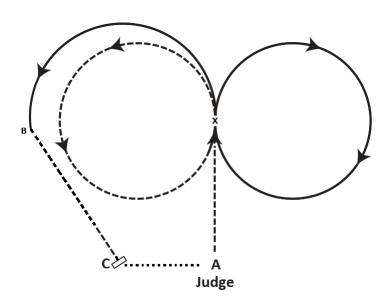
		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge, trot half loop left change rein, trot half loop right	10			
3	Turn right, down through diagonal, lengthen trot	10		x2	
4	Track left and canter half loop down through diagonal	10			
5	Flying change at X in the centre of diagonal on straight line	10		x2	
6	Track right half loop then lengthen canter around work area	10			
7	Down through transitions to Halt at B	10			
8	Rein back 3 metres and walk back to Judge at A on a light rein	10			
	Total	100			







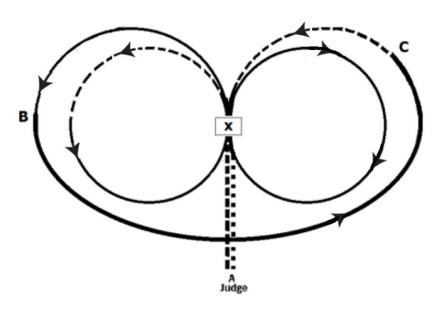
Section: Hack Pattern: NS 9



		Possible Points	Judges Mark	Coefficient	Total
1	Type, presentation and overall impression	10			
2	From Judge at A, trot out to X	10			
3	At X, trot a circle left	10			
4	At X, canter a circle right	10			
5	Simple change at X	10		x2	
6	Canter half a circle to B	10			
7	At B trot and continue to C	10			
8	At C halt	10			
9	Walk back to Judge at A on a light rein	10			
	Total	100			



Section: Hack Pattern: NS 10

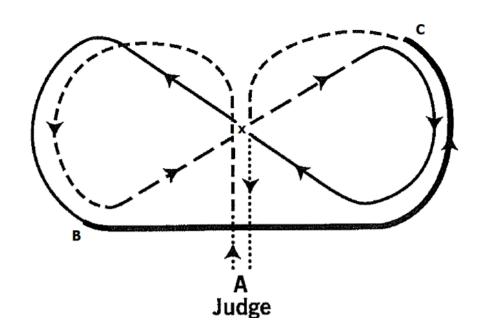


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, Trot out to X and trot a half circle left to B	10			
3	At B canter a half circle to X	10			
4	Simple change at X	10			
5	Canter circle to right	10			
6	Simple change at X	10			
7	Canter half a circle to the left to B	10			
8	At B, hand gallop around to C	10			
9	At C come down through transitions to trot and continue on to X. At X halt	10			
10	Walk to Judge on a light rein. At A halt and acknowledge Judge	10			
	Total	100			

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



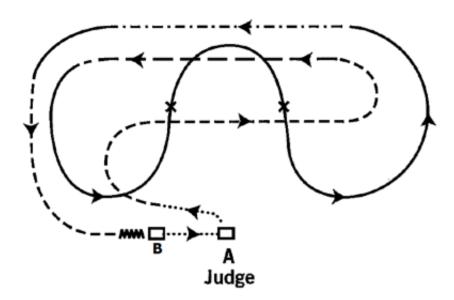
Section: Hack Pattern: NS 11



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge, walk a short distance and trot a three quarter circle to the left to B	10			
3	Lengthen trot across the diagonal.	10		x2	
4	At C Canter to the right and across the diagonal to X	10			
5	Flying change at X	10		x2	
6	Canter left to B	10			
7	At B, hand gallop to C. At C, down through transitions to trot	10		x2	
8	Trot to X. Walk back to Judge on a light rein	10			
	Total	110			
	Percentage				



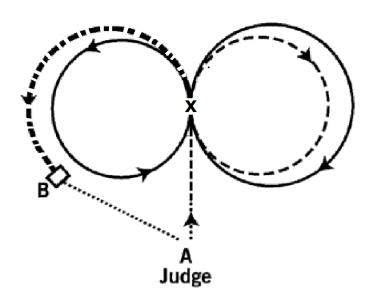
Section: Hack Pattern: NS 12



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge at A, walk away on off rein tracking left, after a short distance trot. Trot half circle right then access centre in a straight line	10			
3	Turn left and lengthen trot along the top side	10		x2	
4	At corner canter on left rein. A 3 loop serpentine with 1 flying change and 1 simple change through the walk at x's.	10		x2	
5	Lengthen canter along top side	10			
6	Canter on corner and then back to trot	10			
7	At B halt and rein back 3 metres	10			
8	Walk to Judge and Halt in profile at A.	10			
	Total	100			



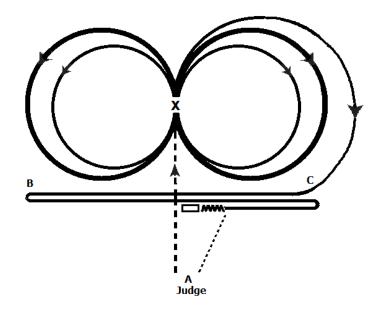
Section: Hack Pattern: NS 13



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Walk a short distance from Judge at A. Trot to X	10			
3	At X, trot a circle right	10			
4	At X, canter circle left	10			
5	Simple change at X	10			
6	Canter circle right	10			
7	Simple change at X	10			
8	Lengthen canter part circle left to B	10			
9	At B, halt facing Judge and settle	10			
10	Walk back to Judge on a light rein	10			
	Total	100			
	Percentage				



Section: Working Pattern: NS 14

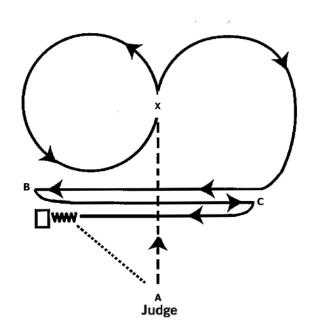


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, trot to X, hand gallop large circle right	10			
3	At X, small canter circle right. Simple change at X	10			
4	Hand gallop large circle left	10			
5	At X, canter small circle left	10			
6	At X simple change and canter large ¾ circle right	10			
7	Continue at canter to B, roll back to left	10			
8	Canter to C, roll back right	10			
9	Canter to centre. Stop, settle and back up 3 metres.	10			
10	Walk back to Judge on a loose rein	10			
	Total	100			

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



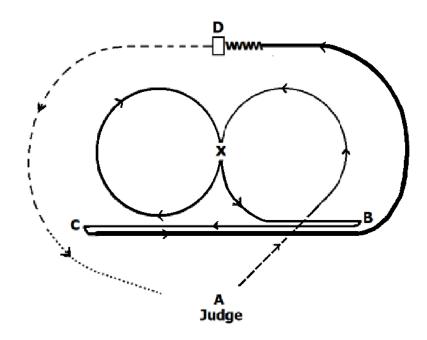
Section: Working Pattern: NS 15



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A trot to X with light rein contact	10			
3	Canter circle to left	10			
4	Simple change at X, three quarter circle to right and continue straight onto B	10			
5	At B, rollback to left	10		x2	
6	Canter straight to C. At C, roll back to right	10		x2	
7	Canter to B. Stop, settle and rein back 3 metres	10			
8	Walk to Judge at A on a loose rein	10			
	Total	100			
	Percentage				



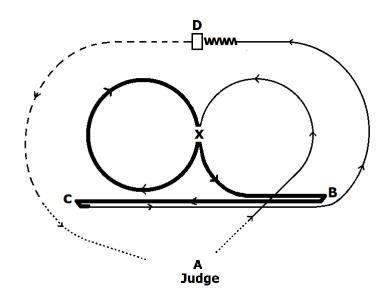
Section: Working Pattern: NS 16



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, trot a short distance then canter a three quarter circle left to X	10			
3	At X simple change	10			
4	Canter circle right	10			
5	A X simple change and canter to B	10			
6	At B roll back to the right	10			
7	Canter to C and roll back to left	10			
8	Hand Gallop around to D.	10			
9	At D stop, settle and rein back.	10			_
10	Trot around to C, at C walk and continue to A on a loose rein	10			
	Total	100			



Section: Working Pattern: NS 17

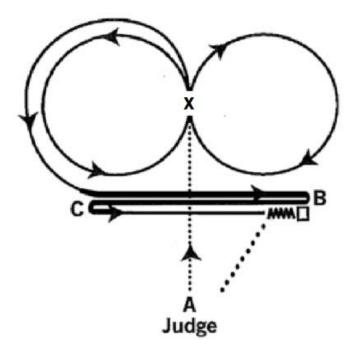


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, walk a short distance and canter three quarter circle left to X	10			
3	At X simple change	10			
4	Hand gallop circle right to X	10			
5	At X flying change	10			
6	Continue to B, roll back to right	10			
7	Hand gallop to C, roll back left	10			
8	Canter past B and around to D. At D, stop, settle and rein back 3 metres	10			
9	Trot to C one-handed.	10			
10	At C walk. Walk back to Judge on a light rein.	10			
	Total	100			





Section: Working Pattern: NS 18

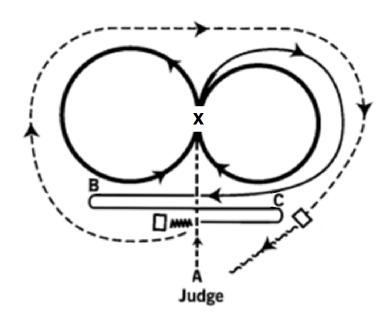


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, walk a short distance then trot to X	10			
3	Canter a circle left to X	10			
4	At X, simple change	10			
5	Canter a circle right to X	10			
6	At X, flying change	10			
7	Hand gallop to B, haunch turn right	10			
8	Hand gallop to C, haunch turn left	10			
9	Hand gallop to B, stop, settle. Rein back 3 metres	10			
10	Walk to judge on a loose rein, cracking whip	10			
	Total	100			

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Inquifficient		Catiofootony			Cood		Evacllant



Section: Working Pattern: NS 19

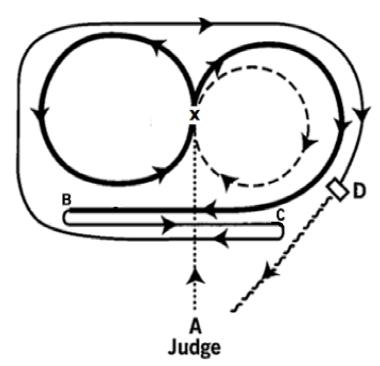


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, trot to X. At X Hand gallop circle right	10			
3	At X, flying change	10			
4	Hand gallop circle left	10			
5	At X, flying change. Canter three quarter circle right and continue to B	10			
6	At B, roll back left and canter to centre	10			
7	At C, roll back right and canter to B	10			
8	Stop and settle. Rein back 3 metres.	10			
9	Trot around work area toward C	10			
10	At C stop and settle. Walk back to Judge on a loose rein	10			
	Total	100			

0	1	2	3	4	5	6	7	8	9	10
Not Executed			Inquifficient		Catiofootony			Cood		Evacllant



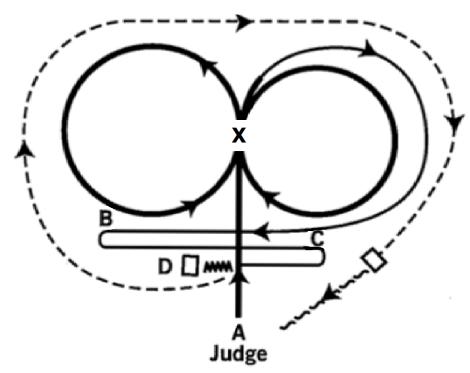
Section: Working Pattern: NS 20



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Walk from A to X. At X trot circle to the right	10			
3	At X hand gallop circle left	10			
4	At X flying change and hand gallop right to B	10			
5	At B stop, roll back left and canter to C	10		x2	
6	At C stop, roll back right	10		x2	
7	Continue at canter right round pattern to D	10			
8	At D stop, settle and walk back to Judge on loose rein	10			
	Total	100			



Section: Working Pattern: NS 21

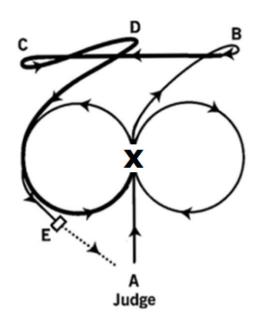


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From Judge at A, hand gallop to X. At X, circle right	10			
3	At X flying change left, hand gallop circle to X	10			
4	At X flying change right, canter three quarter circle right, continue to B	10			
5	At B haunch turn left and canter to C	10		x2	
6	At C haunch turn right and canter to D	10		x2	
7	At D stop, settle and rein back 3 metres, then settle	10			
8	Trot right around work pattern to C.	10			
9	At C stop. Walk back to Judge at A on a loose rein	10			
	Total	110			
	Percentage				

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



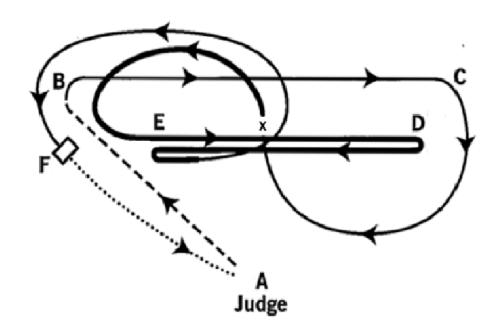
Section: Working Pattern: NS 22



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A canter to B, roll back right	10			
3	Hand gallop to C and haunch turn left	10		x2	
4	Hand gallop to D and haunch turn right	10		x2	
5	Hand gallop loop to X. At X flying change and canter circle right	10			
6	At X flying change and canter half circle left	10		x2	
7	Canter on to E and Stop	10			
8	Walk back to Judge at A on a light rein cracking whip	10			
	Total	110			
	Percentage				



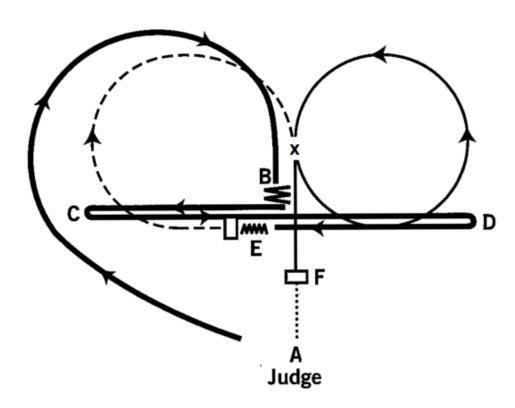
Section: Working Pattern: NS 23



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, trot out to B on a loose rein	10			
3	At B turn right and canter straight to C. At C canter half circle on right rein to X	10			
4	At X flying change	10		x2	
5	After X hand gallop half circle and across to D	10			
6	At D haunch turn right	10		x2	
7	Hand gallop across to E, haunch turn left	10		x2	
8	Continue at canter on circle left around to F	10			
9	At F stop and settle	10			
10	Walk back to Judge at A on a light rein, cracking whip	10		x2	
	Total	140			
	Percentage				



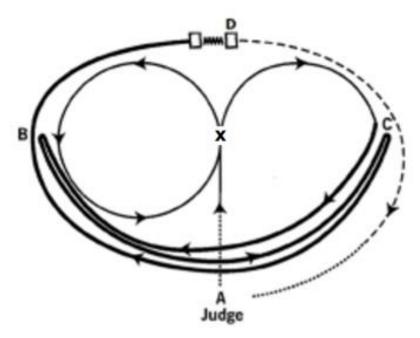
Section: Working Pattern: NS 24



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A gallop around to B in a large loop right	10			
3	At B work imaginary beast 4 turns	10		x2	
4	Gallop to C, haunch turn left	10		x2	
5	Gallop to D, haunch turn right	10		x2	
6	At E Stop, settle and rein back 3 metres	10			
7	From E trot right loop to X. At X canter circle left and continue on to F	10			
8	At F stop and walk to Judge on light rein cracking whip	10			
	Total	110			
	Percentage				



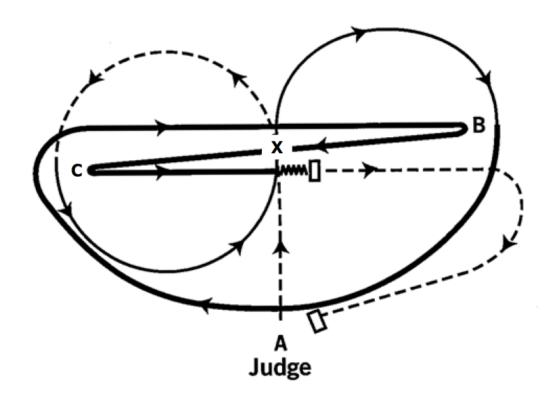
Section: Working Pattern: NS 25



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A walk out short distance and canter circle left to X	10			
3	At X, flying change to right	10		x2	
4	Canter half circle right to C. At C gallop large half loop past Judge to B	10			
5	At B haunch turn left	10		x2	
6	Gallop large half loop past judge to C. At C haunch turn right	10		x2	
7	Gallop right around work area to D. At D stop and settle	10			
8	Rein back 3 metres. Stop and settle. Continue at trot around C towards the Judge at A and walk in on a light rein	10			
	Total	110			
	Percentage				



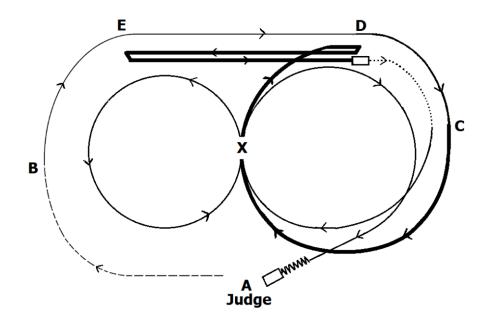
Section: Working Pattern: NS 26



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Trot from Judge at A, track left and sitting trot half circle to C	10			
3	At C, canter left lead half loop to X. At X flying change and canter half circle right	10		x2	
4	At B, gallop big half loop past Judge at A and bend right	10			
5	Gallop across to B and haunch turn right	10		x2	
6	Gallop across to C and haunch turn left	10		x2	
7	Gallop to centre, stop, settle and rein back 3 metres	10			
8	Proceed at trot tracking right in half circle loop back to Judge at A and stop	10			
	Total	110			
	Percentage				



Section: Working Pattern: NS 27

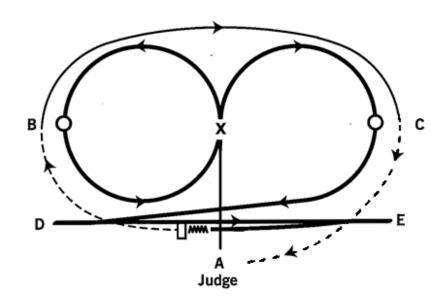


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, trot to B. At B canter and continue around the arena to C	10			
3	At C, gallop a loop through X to D. At D, haunch turn right	10			
4	Gallop to E, haunch turn left	10			
5	Gallop to D. At D, stop and settle.	10			
6	Walk to C. At C canter half circle to X	10			
7	At X, flying change	10			
8	Canter circle left to X	10			
9	At X flying change. Canter circle right toward Judge at A.	10			
10	Stop facing Judge at A. Settle and rein back 3 metres	10			
	Total	100			

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



Section: Working Pattern: NS 28

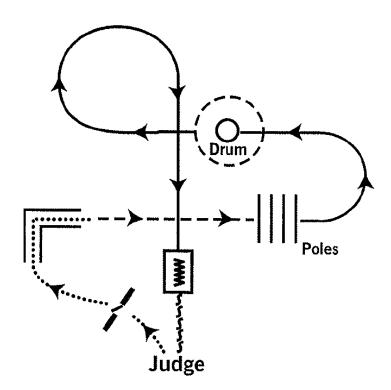


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, canter to X. Gallop to B, 360° spin to the left	10			
3	Continue circle at gallop, flying change at X	10			
4	Gallop to C, 360° spin to the right	10			
5	Continue at Gallop to D and haunch turn left	10			
6	Gallop to E, haunch turn right	10			
7	Continue at gallop past centre. Stop	10			
8	Settle and rein back 3 metres	10			
9	Continue at trot around to B. At B canter and continue around the work area.	10			
10	At C trot back to judge cracking whip	10			
	Total	100			





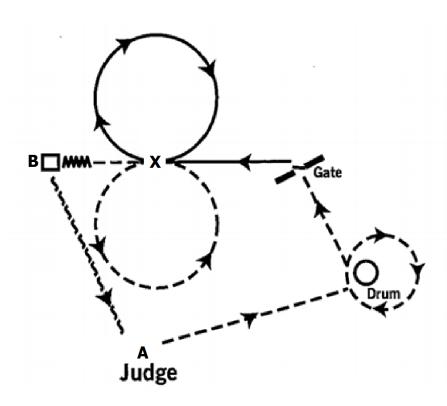
Section: Utility Pattern: NS 29



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Walk to gate and pass through gate, keeping hand on gate at all times	10		x2	
3	Walk to L shaped poles and walk through	10			
4	Trot to and over 4 poles on the ground	10			
5	Canter left lead half circle to drum. Stop and pick up coat	10			
6	Trot around drum and replace coat on drum. Canter circle to the right and straight into square	10		x2	
7	Stop in square and rein back 3 metres. Walk back to Judge on a loose rein	10		x2	
	Total	100			



Section: Station Pattern: NS 30

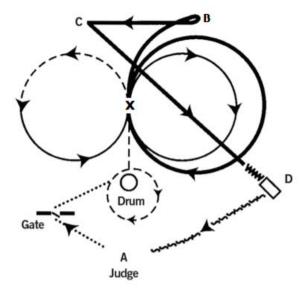


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Trot out to drum, stop, pick up whip off drum and trot a circle around drum. Replace whip on drum	10		x2	
3	Trot to gate, open and pass through and close gate keeping hand on gate at all times	10		x2	
4	Canter circle to right	10			
5	Trot circle to left	10			
6	Stop at B. Stand for 5 seconds	10			
7	Rein back 3 metres.	10			
8	Walk back to Judge on loose rein	10			
	Total	100			

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



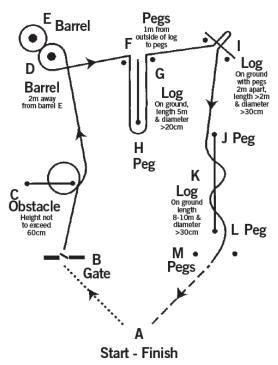
Section: Station Pattern: NS 31



		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, walk to gate and pass through gate, keeping hand on gate at all times	10		x2	
3	Walk to drum, stop and pick up coat. Trot around the drum then replace coat on drum	10			
4	From drum trot to X and trot half circle left, then canter half circle left back to X	10			
5	At X flying change and canter circle right	10		x2	
6	At X gallop circle right then continue through X to B	10			
7	At B haunch turn right and gallop onto C	10		x2	
8	At C haunch turn left and gallop onto D	10		x2	
9	At D stop, settle and rein back 3 metres	10			
10	From D walk back to judge at A on long rein cracking whip	10			
	Total	140			
	Percentage				



Section: Time Trial Pattern: NS 32



#### Course

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

- 7~ At I, proceed over the log between the pegs, turn the horse  $180^\circ$  to the right and proceed over the log again between the pegs. Continue to J
- 8 Proceed over log K three times in a serpentine motion. Starting with peg on left, between the pegs J and L. Continue to M, reducing the pace of the horse to a Trot prior to crossing a line between pegs at M (Note: 1 metre distance between the M pegs)
- 9 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 when the obstacle C barrel D or E, or pegs F, H, I, J, L or M are knocked over
- 4 When proceeding over the log at I 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 G
- 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