

COMPETITION PATTERN BOOK

Pattern Diagram Key								
•••••	Walk		Gallop or Hand Gallop					
	Walk on loose rein	~~~	Rein Back					
	Trot		Halt					
	Lengthen Trot		Stop					
	Canter		Roll Back					
	Lengthen Canter		Haunch Turn					

Movements & Transitions

WALK – A four beat pace with regular rhythm, light rein contact & soft frame

WALK ON A LOOSE REIN — Horse stretching down fully relaxed with low contact

LENGTHENED TROT — Stride lengthened maintaining rhythm

CANTER – A three beat pace with regular rhythm. No Running.

LENGTHENED CANTER – Lengthen stride through rider's seat.

HAND GALLOP - Riders seat out of saddle

GALLOP — Maximum speed in accordance with condition, with total control. The pace becomes a four beat as the diagonals split.

HALT – Coming down through transitions. Not abrupt but obedient.

STOP — An immediate cessation of forward movement where a horse will elevate slightly in front prior to engaging hindquarters to come to a controlled yet complete stop in short distance.

REIN BACK – Two time diagonal movement, even rhythm for required number of steps

SIMPLE CHANGE WALK THROUGH—Through the walk, horse obtains true flat walk. Calm, smooth and straight to upward transition.

SIMPLE CHANGE — Through the trot, canter down to trot for two or three well defined trot steps.

FLYING CHANGE — Change of leads at canter in a single stride in the air, calmly, smooth and straight in both front and hind legs.

CIRCLES — A horse must bend its body and flex its neck to follow the line of the circle, i.e look where it is going and be balanced.

ROLL BACK — The horse comes to a complete stop engaging both hind legs, only then does the horse turn 180 degrees over its hocks moving out on the same line as it entered.

HAUNCH TURN — A turn in motion where the energy of the horse is not stopped but is redirected in the opposite direction. The horse commences to turn before it ceases forward motion taking most of the weight on the inside hind leg which becomes the pivot point for the body while the other legs propel the horse with forward impulsion in the intended direction.

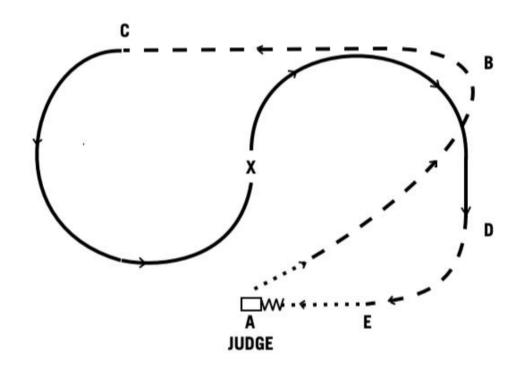
SPIN – A movement of 360 degrees or more with the inside hind foot pivoting on the same spot.

WORKING HORSE — Should show athletic ability, with obedient attitude towards accurate pattern execution. The horse should be light on his feet, correct in his paces with non resistance to the bit. All gallop work asked must be executed (subject to ground conditions)

HACK — Should be obedient and accurate, showing good quality of type and presentation. Have 4 correct paces.



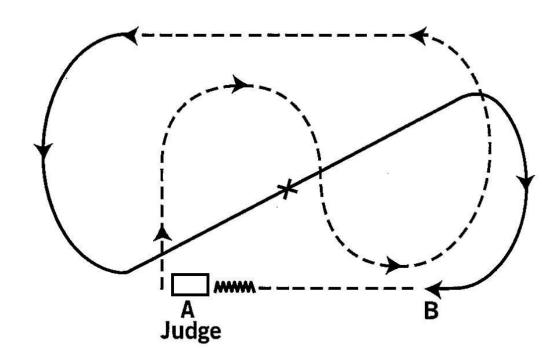
Australian Stock Horse SOCIETY



		Possible Points	Judge's Marks
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	
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.	10	
10	Rein back 3 metres	10	
	Total	100	

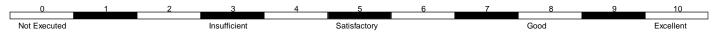




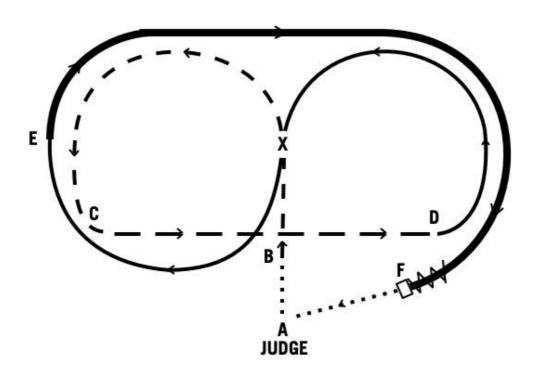


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge, trot two loop serpentine	10			
3	Trot along the back of the arena	10			
4	At the corner canter half circle left	10			
5	Change rein across the diagonal with simple change at X	10		x2	
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			





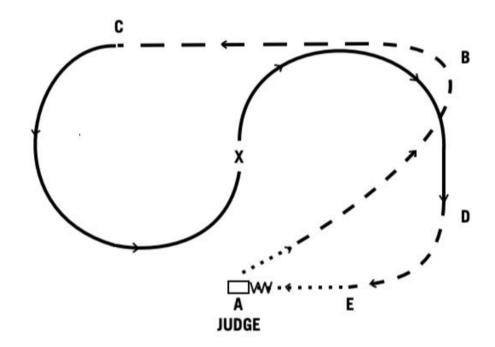




		Possible Points	Judge's Marks	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge at A, walk to B and continue at trot to X	10			
3	At X trot half a circle left to C	10			
4	At C turn left and lengthen trot to D	10		x2	
5	At D canter left half circle to X	10			
6	At 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				
	Percentage				



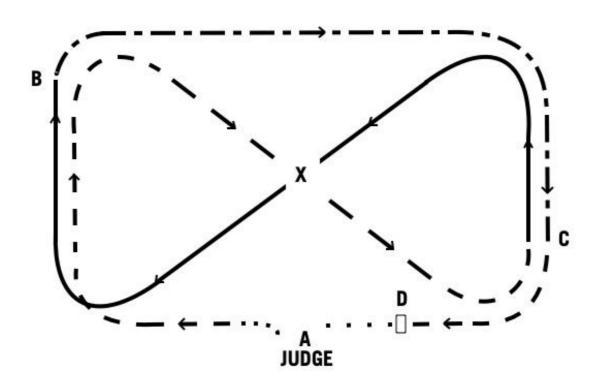




		Possible Points	Judge's Marks	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge, walk a short distance, then trot	10			
3	Trot to B, turn left	10			
4	Lengthen trot along back of arena to C	10		x2	
5	At C canter loop to the left	10			
6	At X, simple change through 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			
	Percentage				



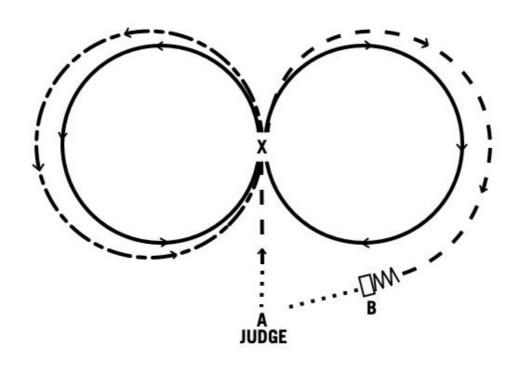
Australian Stock Horse



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk a short distance trot to B	10	
3	Lengthen trot across diagonal, back to trot on corner left, and	10	
4	Canter left lead to X	10	
5	Simple change	10	
6	Canter around 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	



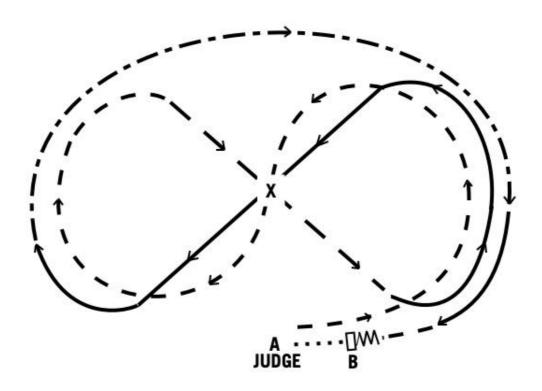
Australian Stock Horse



		Possible Points	Judge's Marks
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	



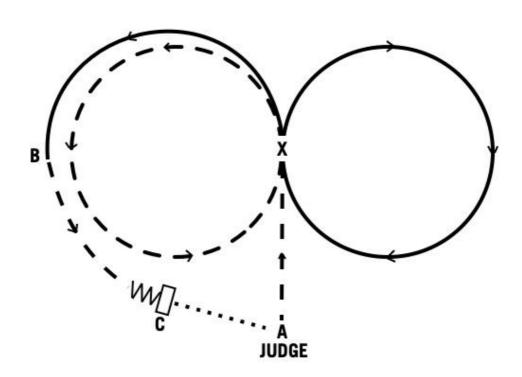
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		Possible Points	Judge's Marks	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge, trot half loop left change rein, trot half loop right	10			
3	Turn right, down through diagonal, lengthen trot	10		x2	
4	Track 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			



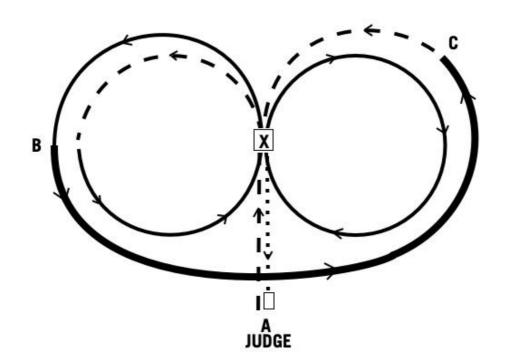
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		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Acknowledge Judge at A, Trot out to X	10	
3	Trot circle left	10	
4	Canter circle right	10	
5	Simple change at X	10	
6	Canter half a circle left	10	
7	Trot at B	10	
8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



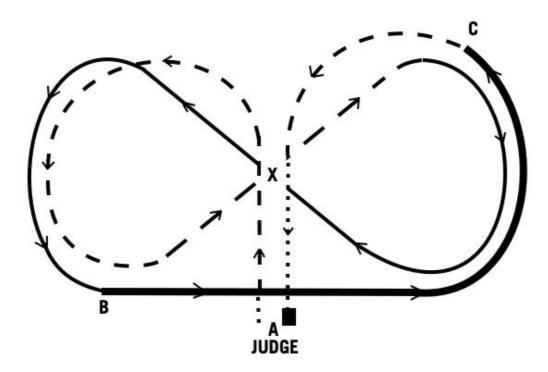




		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	From A, Trot out to X and trot a half circle left to B	10	
3	At B canter a half circle to X	10	
4	Simple change at X	10	
5	Canter circle to right	10	
6	Simple change at X	10	
7	Canter half a circle to the left to B	10	
8	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	



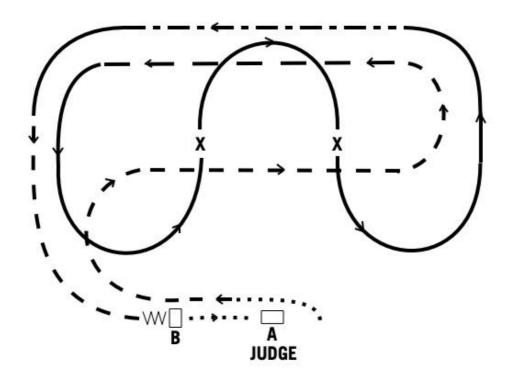




		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk a short distance and trot a three quarter circle to the left	10	
3	Lengthen trot across the diagonal	10	
4	At C Canter to the right	10	
5	Flying change at X	10	
6	Canter left to B	10	
7	Hand gallop around area to C	10	
8	Trot to X	10	
9	Walk to Judge	10	
10	Stop and Settle	10	
	Total	100	



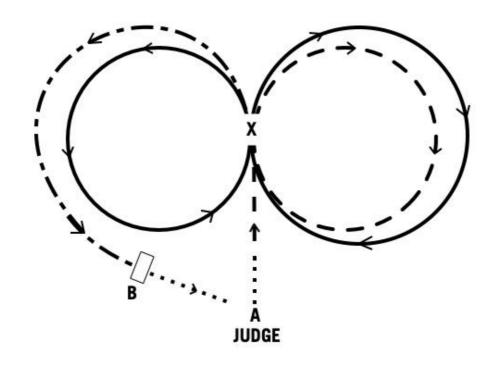




		Possible Points	Judge's Marks	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Acknowledge Judge at A, walk away on off rein tracking left, after a short distance trot. Trot half circle right then across centre in a straight line	10			
3	Turn left and lengthen trot along the top 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			
Tot	al	100			



Australian Stock Horse

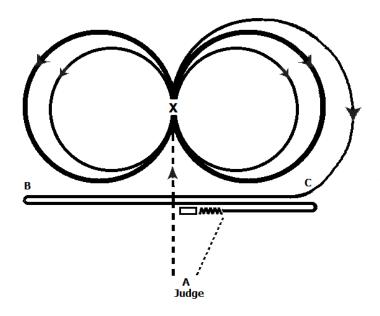


		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk a short distance from Judge at A. Trot to X	10	
3	At X, trot a circle right	10	
4	At X, canter circle left	10	
5	Simple change at X	10	
6	Canter circle right	10	
7	Simple change at X	10	
8	Lengthen canter part circle 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	



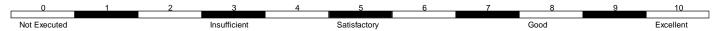


Pattern: NS 14

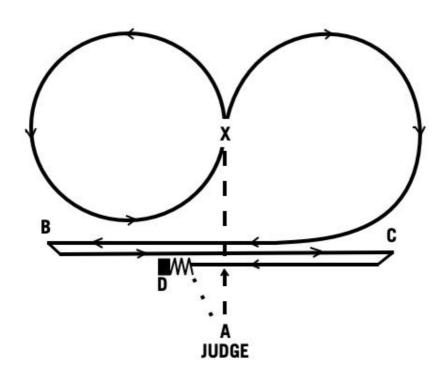


		Possible Points	Judges Mark	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, trot to X, hand gallop large circle right	10			
3	At X, small canter circle right. Simple change at X	10			
4	Hand gallop large circle left	10			
5	At X, canter small circle left	10			
6	At X simple 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			

Scoring Scale



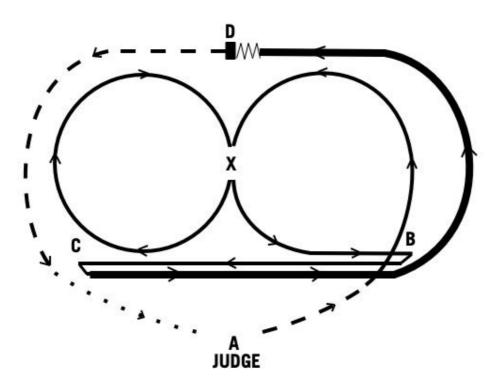




		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Trot to X with light rein	10	
3	Canter circle left	10	
4	Simple change at X	10	
5	Canter three quarter circle and continue to B	10	
6	Roll back to left	10	
7	Canter to C roll back to right	10	
8	Canter to D and stop	10	
9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



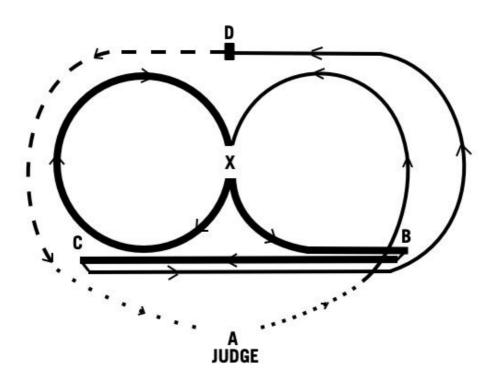




		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Trot away from Judge and canter circle left	10	
3	At X simple change	10	
4	Canter circle right	10	
5	Simple change	10	
6	Canter to B and roll back	10	
7	Canter to C and roll back	10	
8	Hand gallop around to D	10	
9	At D stop,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



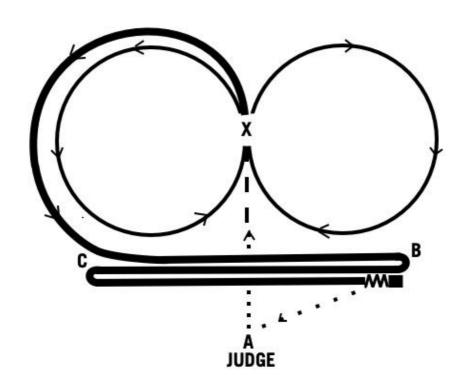




		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Walk a short distance and canter left	10	
3	At X simple change	10	
4	Hand gallop circle to right	10	
5	At X flying change	10	
6	Continue to B and roll back right	10	
7	Hand gallop to C and roll back left	10	
8	Canter around to D, stop and settle	10	
9	Trot to C one handed	10	
10	Walk to Judge cracking whip	10	
	Total	100	



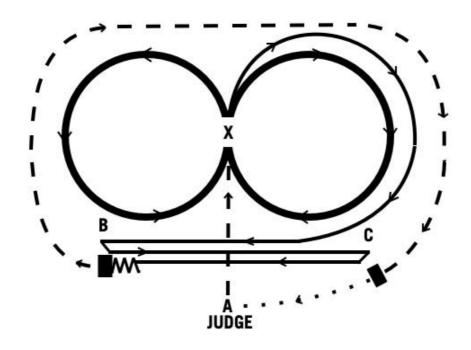
Australian Stock Horse



		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	
	Total	100	



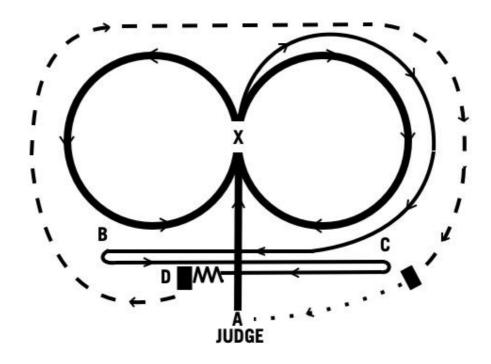




		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Trot to X and hand gallop circle right	10	
3	Flying change at X	10	
4	Hand gallop circle left	10	
5	Flying change at X and canter three quarter circle right continue to B	10	
6	Roll back left and canter to C	10	
7	At C roll back right and canter to B	10	
8	Stop, settle, rein back 3 metres and settle	10	
9	Trot around work area toward C	10	
10	Stop at C, settle, walk back to Judge on loose rein	10	
	Total	100	



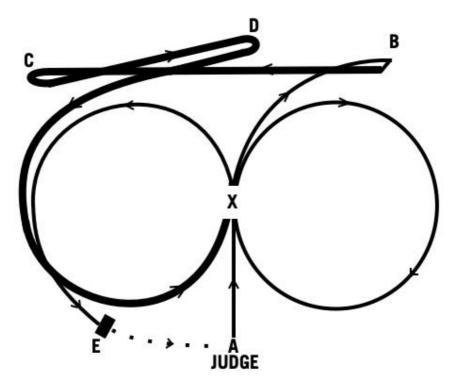




		Possible Points	Judge's Marks	Coefficient	Total
1	Type, Presentation & Overall impression	10			
2	From Judge at A, hand gallop to X. At X circle right	10			
3	At X flying change left, hand gallop circle to X	10			
4	At X, flying change right, canter three quarter circle right, continue to B	10			
5	At 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				
	Percentage				



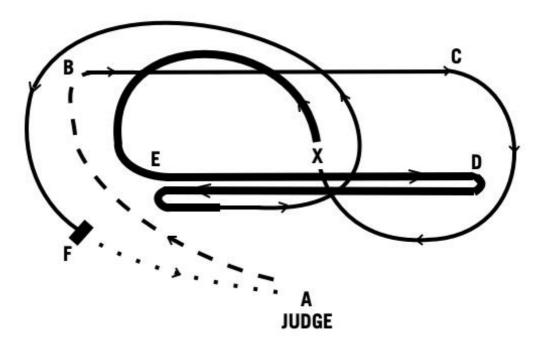
Australian Stock Horse



		Possible Points	Judge's Marks	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				
	Percentage				



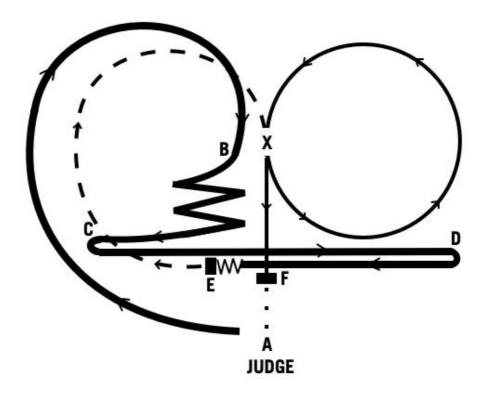




		Possible Points	Judge's Marks	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A, trot out to B on a loose rein	10			
3	At B turn right and canter straight to C. At C canter half circle on right rein to X	10			
4	At X flying change	10		x2	
5	After X hand gallop half circle and 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				



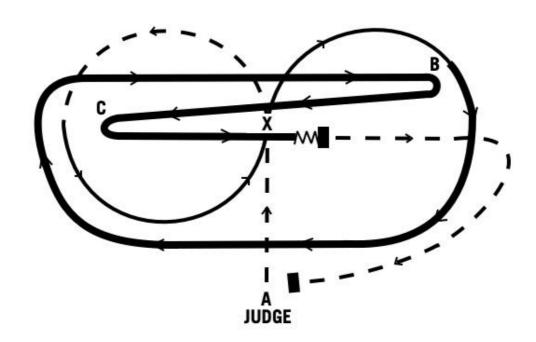




		Possible Points	Judge's Marks	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	From A gallop around to B in a large loop right	10			
3	At B work an imaginary beast (4 turns)	10		x2	
4	Gallop to C, haunch turn left	10		x2	
5	Gallop to D, haunch turn right	10		x2	
6	At E stop, settle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



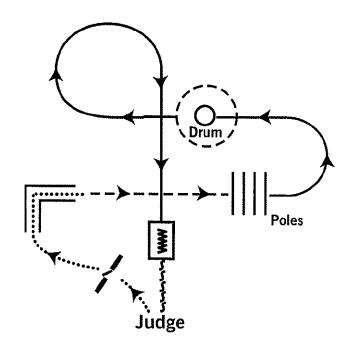




		Possible Points	Judge's Marks	Coefficient	Total
1	Type, Presentation and Overall Impression	10			
2	Trot from Judge at A, track left and sitting trot half a circle right to C	10			
3	At C, canter left lead half loop to X. At X flying change and canter half circle right	10		x2	
4	At B, gallop big half 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				



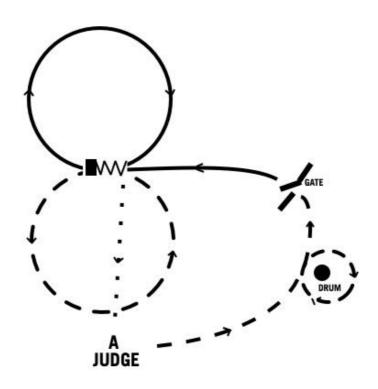




		Possible Points	Judge's Mark
1	Type, Presentation and Overall Impression	10	
2	Walk to gate	10	
3	Pass through gate, keeping hand on gate at all times	10	
4	Walk onto L shapes poles and walk through	10	
5	Trot to and over 4 poles on ground	10	
6	Canter left lead ½ circle to drum and pick up coat	10	
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	



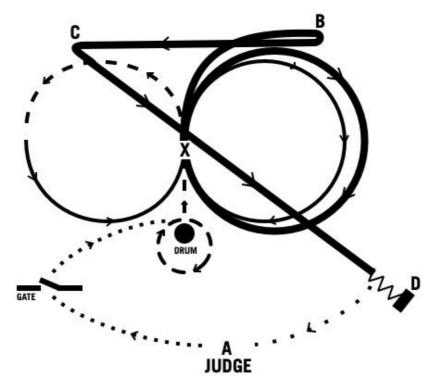
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		Possible Points	Judge's Marks
1	Trot out to drum, stop and pick up coat	10	
2	Trot a circle around drum, replace coat on drum.	10	
3	Trot to gate	10	
4	Open and pass through and close gate keeping hand on gate at all times	10	
5	Canter circle to right	10	
6	Trot circle to left	10	
7	Stop in centre and stand for 5 seconds	10	
8	Rein back 3 metres	10	
9	Return to Judge at walk on loose rein	10	
10	Type, Presentation and Overall Impression	10	
	Total	100	





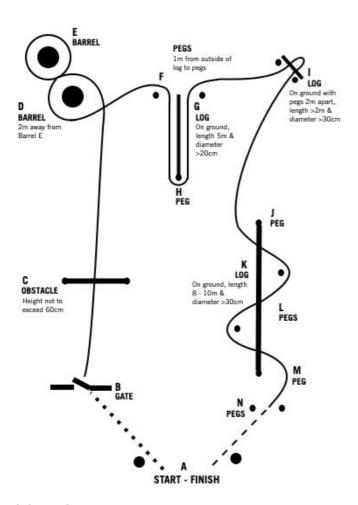


		Possible Points	Judge's Marks
1	Walk to gate and pass through gate, keeping hand on gate at all times	10	
2	Walk to drum pick up coat, trot around drum then replace coat on drum	10	
3	From drum trot to X and trot ½ circle left, then canter ½ circle left back to X	10	
4	At X flying change and canter circle right	10	
5	At X gallop circle right then continue through X to B	10	
6	Haunch turn right and gallop to C	10	
7	Haunch turn left and gallop to D	10	
8	At D stop, settle and rein back 3 metres	10	
9	Walk back to Judge on loose rein cracking whip	10	
10	Type, Presentation and Overall Impression	10	
	Total	100	



Australian Stock Horse

Pattern: NS33



COURSE

- Commence course between 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 N.
- 2. Open the gate, pass through and close the gate. The gate latch must be securely fastened.
- 3. Proceed over the obstacle at C and continue 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. Continue to 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.

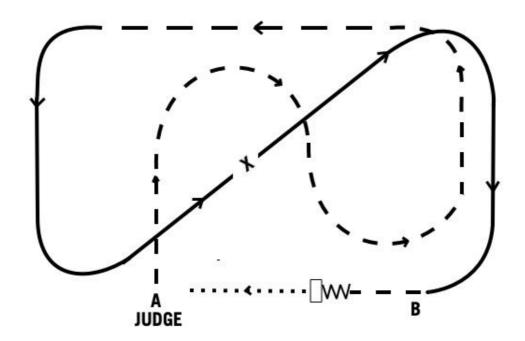
- 6. At the end of log G, turn 180° around peg H to the left and continue along the other side of log G. Leaving the second peg at F on the off side of the horse, turn 90° and continue towards I.
- At I, proceed over the log between the peds, turn the horse 180° to the right and proceed over the log again between the pegs. Continue to J.
- Proceed over log K three times in a serpentine. Proceeding over the log and around the peg, then over the log and around the peg and then back over the log before the M peg.
- 9. Continue to N, reducing the pace of the horse to a trot prior to crossing a line between the pegs at N.
- 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 when the obstacle C, barrel D or E, or pegs F, H, I, J, L, M or N 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 secttion 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.



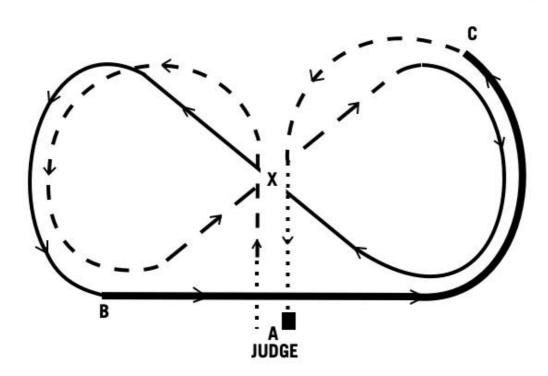




		Possible Points	Judge's Marks
1	Type, Presentation & Overall Impression	10	
2	Trot 2 loop serpentine	10	
3	Lengthen trot along back of area	10	
4	At corner canter half circle left	10	
5	Change rein across the diagonal simple change at X	10	
6	Canter half circle right	10	
7	A B trot short distance	10	
8	Halt, settle	10	
9	Rein back 3 metres	10	
10	Walk to Judge on light rein	10	
	Total	100	



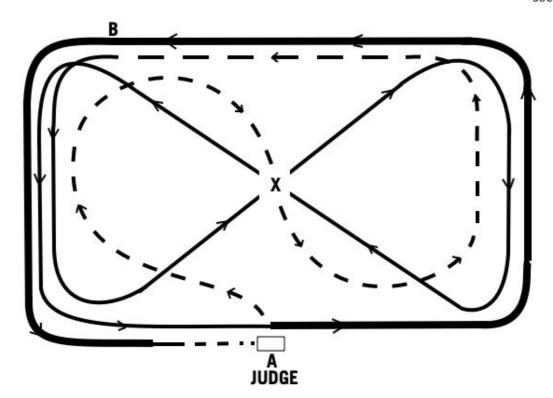
Australian Stock Horse SOCIETY



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk a short distance and trot a three quarter circle to the left	10	
3	Lengthen trot across the diagonal	10	
4	Canter three quarter circle right	10	
5	At X flying change	10	
6	Canter left to B	10	
7	Hand gallop around area to C	10	
8	Trot to X	10	
9	Walk to Judge	10	
10	Stop and Settle	10	
	Total	100	



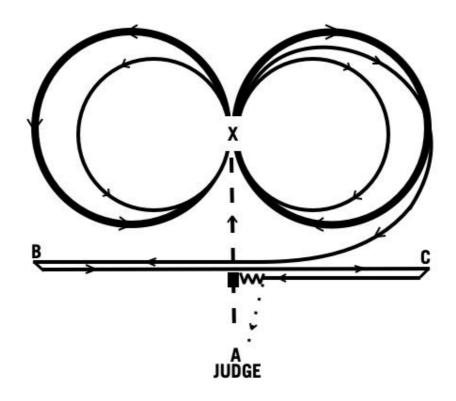
Australian Stock Horse SOCIETY



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Trot from Judge and complete two loop serpentine	10	
3	Lengthen trot to B	10	
4	Canter left	10	
5	Simple change at X	10	
6	Canter right	10	
7	Flying change at X	10	
8	Canter to A	10	
9	Hand gallop around area	10	
10	Halt in front of Judge	10	
	Total	100	



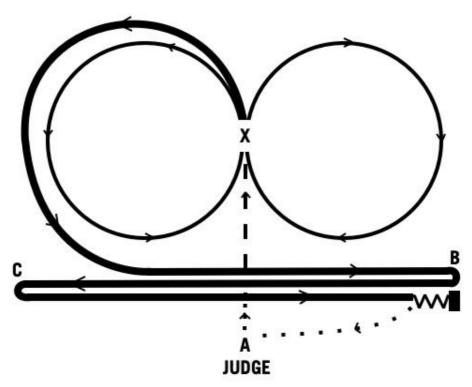




		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Trot to X, hand gallop large circle right at X canter small circle right	10	
3	Simple change	10	
4	Hand gallop large circle left at X small circle left	10	
5	At X simple change	10	
6	Canter three quarter circle right continue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



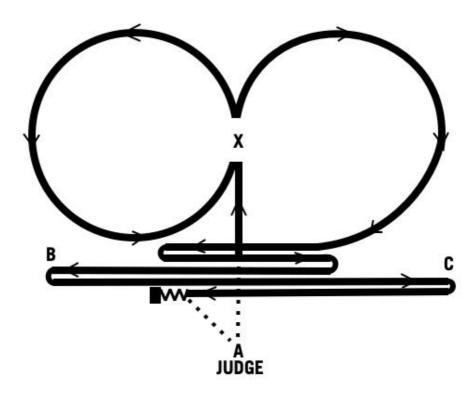




		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk short distance and trot to X	10	
3	Canter circle left	10	
4	Simple change at X	10	
5	Canter circle right	10	
6	Flying change at X	10	
7	Hand gallop to B haunch turn right	10	
8	Hand gallop to C haunch turn left	10	
9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



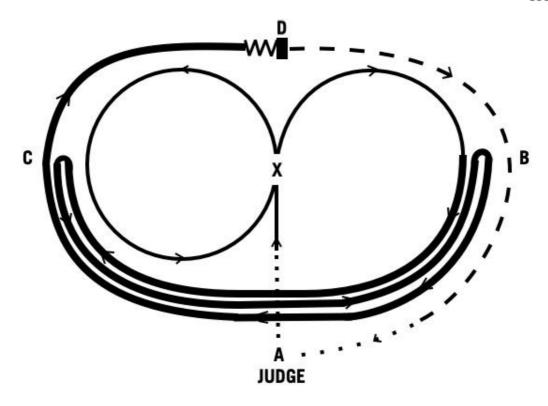




		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk a short distance, gallop circle left	10	
3	Flying change at X	10	
4	Gallop right past centre	10	
5	Haunch turn left	10	
6	Gallop past centre, haunch turn right	10	
7	Gallop to B, haunch turn left	10	
8	Gallop to C, haunch turn right	10	
9	Gallop past centre, stop and rein back 3 metres	10	
10	Walk to Judge cracking whip	10	
	Total	100	



Australian Stock Horse



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk short distance and canter circle left	10	
3	Flying change at X	10	
4	Canter half circle right to B. At B gallop large loop past Judge to C	10	
5	Haunch turn left	10	
6	Gallop large loop past Judge to B	10	
7	Haunch turn right	10	
8	Gallop around area to D	10	
9	Stop, settle, rein back 3 metres and settle	10	
10	Trot around area, walk to A on a light rein cracking whip	10	
	Total	100	

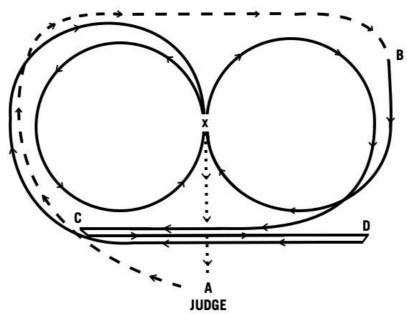




Pattern: NS41

Pattern Description for Judges & Competitors

The 2 year old ridden section is designed to show the basic training required for an Australian Stock Horse to start its working / performance career. The horse should be obedient to all commands and should be ridden on a light rein throughout the pattern to show a free flowing / work-like movement through all paces. The desire is to see a relaxed, well mannered young horse in the infancy of its training.



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Trot away from judge to top LH corner and continue at trot along the top of the area.	10	
3	At B canter circle right lead to X and simple change through the trot.	10	
4	Canter circle left to X	10	
5	Simple change through the trot.	10	
6	Canter 3 / 4 circle right and continue onto C.	10	
7	Stop at C and roll back left	10	
8	Canter to D, stop and roll back to right	10	
9	Continue at canter right lead to X.	10	
10	At X walk to Judge on a light rein	10	
	Total	100	

