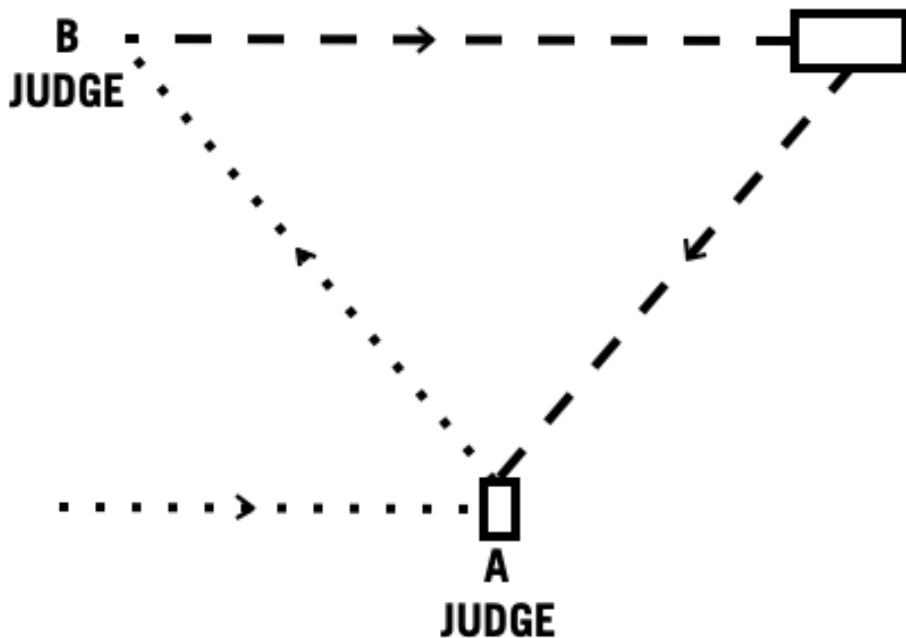




LED – LP4

Event _____ Class _____

Horse _____ Rider _____



1	All horses will parade around entire area of Judging to be presented for overview.
2	All horses will then be marshalled outside work area and enter the arena one at a time for Judging.
3	The horse will walk to the Judge at marker A and present for inspection.
4	Horse will walk from marker A to marker B angling slightly left. Turn right at marker B and trot to marker C. At marker C Stop and stand horse in profile (side on).
5	On Judges instruction trot straight back to Judges and halt to be dismissed.
Consideration will be given to Type, Conformation, Manners, Presentation and Overall Impression	

Score	/ 100
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Judge: _____ Date: _____

Scoring Scale

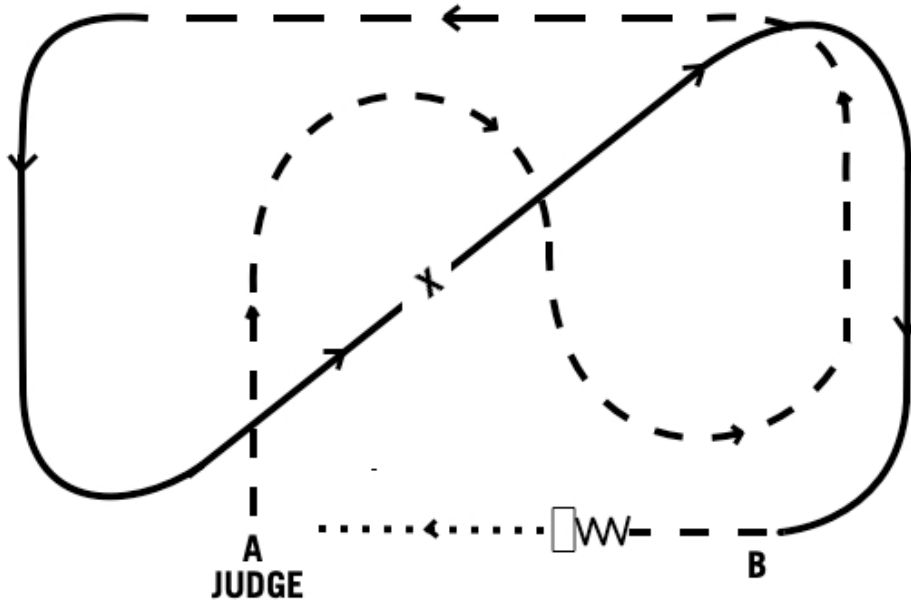
0	1	2	3	4	5	6	7	8	9	10
Not Executed	Insufficient			Satisfactory			Good		Excellent	



HACK – HP3

Event _____ Class _____

Horse _____ Rider _____



		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	At 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	

Judge: _____ Date: _____

Scoring Scale

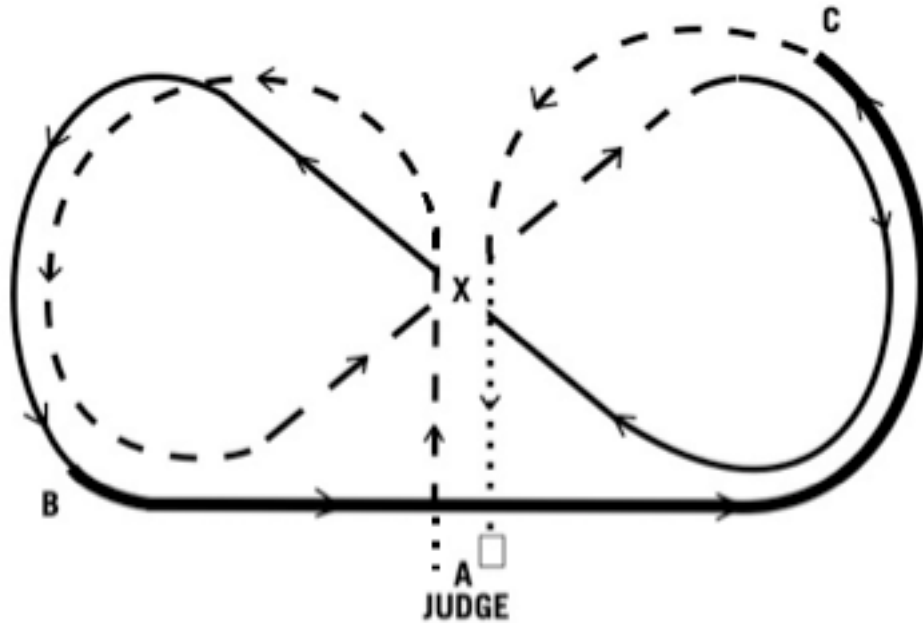
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



HACK – HP9

Event _____ Class _____

Horse _____ Rider _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk a short distance and trot three quarter circle left	10	
3	Lengthen trot across 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	Halt and Settle	10	
Total		100	

Judge: _____ Date: _____

Scoring Scale

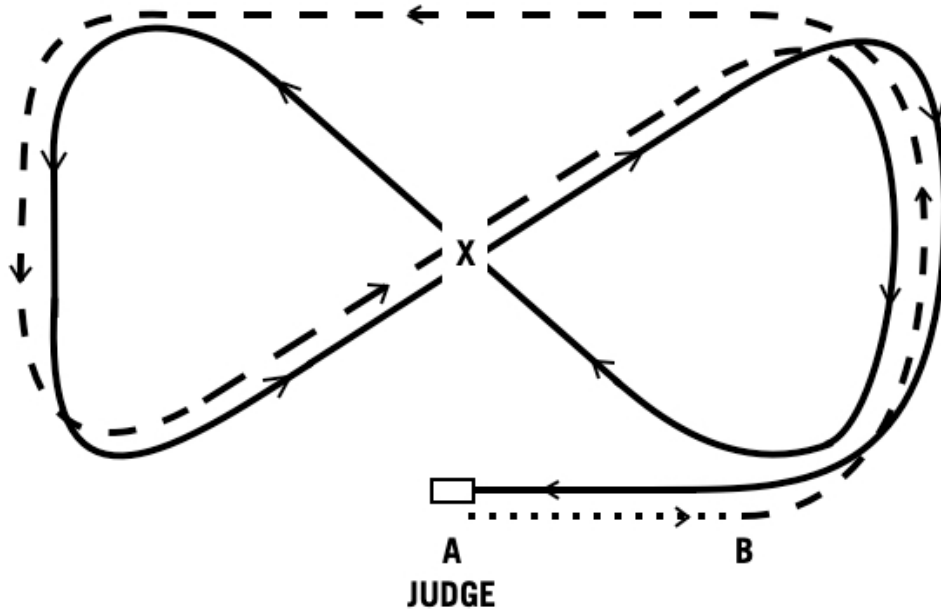
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



HACK – HP12

Event _____ Class _____

Horse _____ Rider _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk to B	10	
3	Trot around area	10	
4	Lengthen trot through X across diagonal	10	
5	Track right canter on right lead to X	10	
6	Flying change	10	
7	Canter left lead to X	10	
8	At X flying change	10	
9	Canter right to A	10	
10	Halt and settle	10	
Total		100	

Judge: _____ Date: _____

Scoring Scale

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

2022 ASHS National Feature Events Show

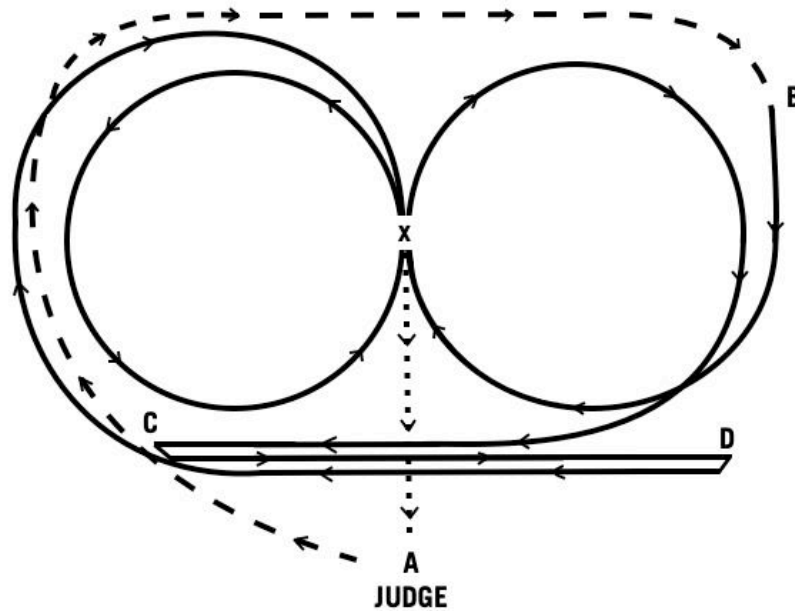


Australian Stock Horse
SOCIETY

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	

Scoring Scale

Judges Signature: _____

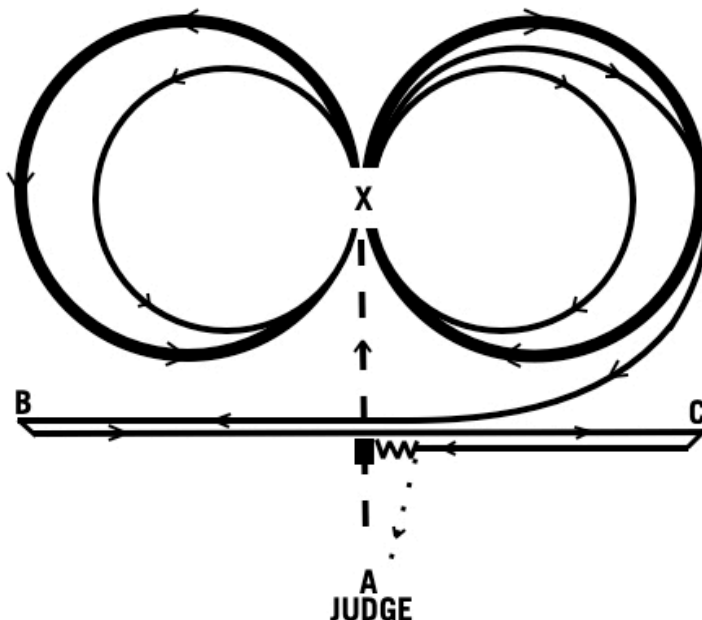
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



WORKING – WP2

Event _____ Class _____

Horse _____ Rider _____



		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	

Judge: _____ Date: _____

Scoring Scale

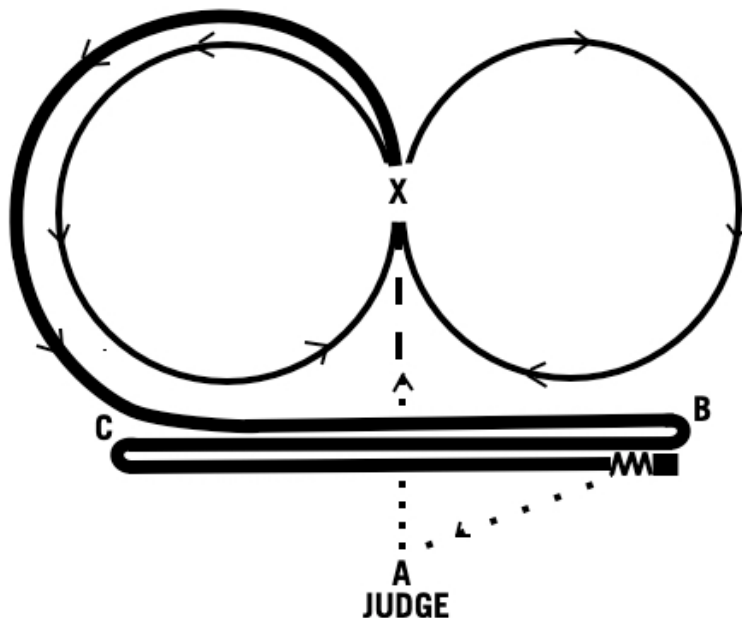
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



WORKING – WP7

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	
Total		100	

Judge: _____ Date: _____

Scoring Scale

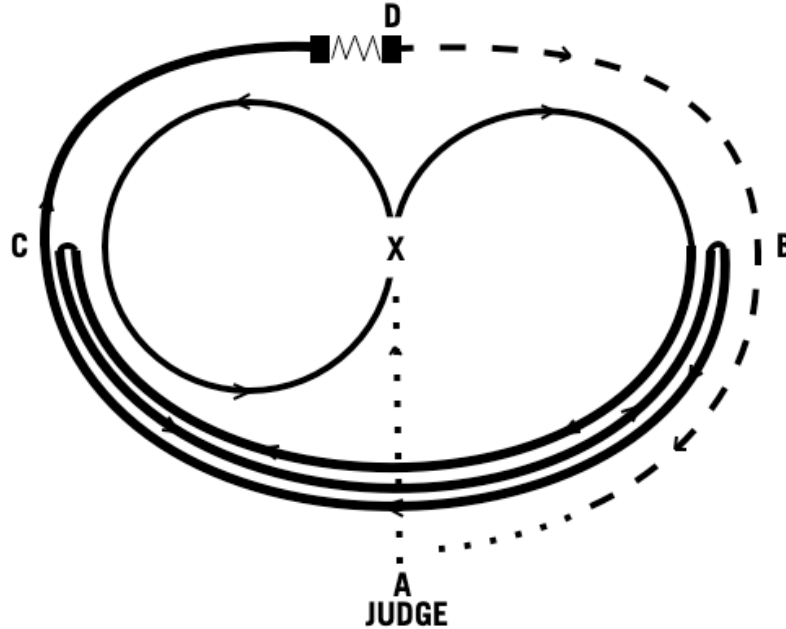
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



WORKING – WP11

Event _____ Class _____

Horse _____ Rider _____



		Possible Points	Judge's Marks
1	Type, Presentation & 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 half 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	

Judge: _____ Date: _____

Scoring Scale

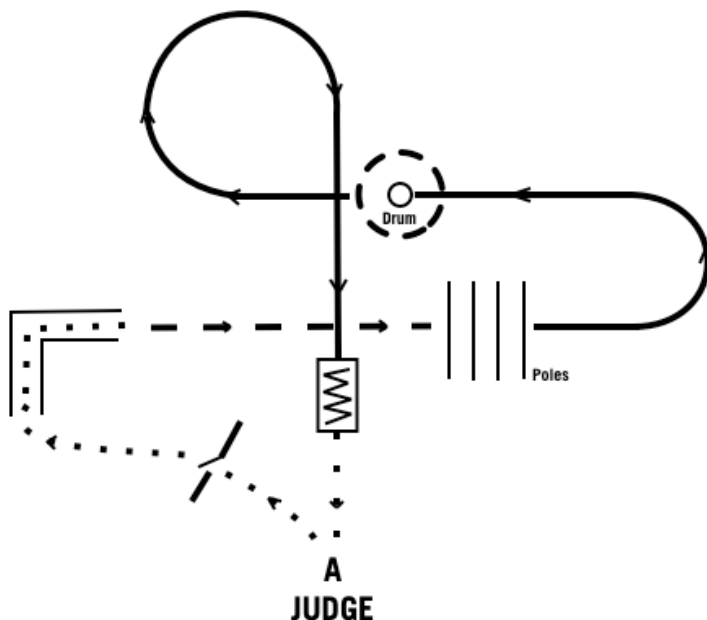
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



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 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	

Judge: _____ Date: _____

Scoring Scale

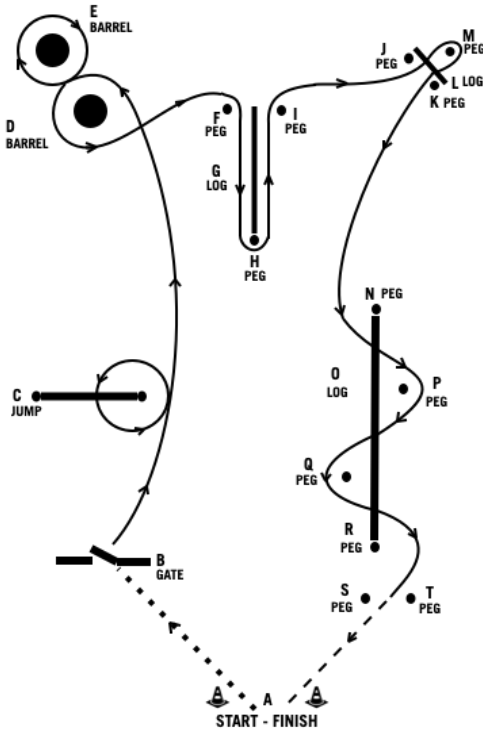
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent



TIME TRIAL – TTP4

Event _____ Class _____

Horse _____ Rider _____



Course

1. Walk through start pegs and continue at walk to gate (B). Pass through gate, opening and closing.
2. Continue past jump (C) leaving it on the horses near side. Turn left and proceed over the jump (C), turn left around the end of the jump, and continue to D.
3. Leave barrel D on horses near side completing a half circle anti-clockwise, circle barrel E clockwise and then circle D half circle anti-clockwise to complete a figure of eight. Continue to the F peg
4. Leave F peg on horses off-side, turn right and along the length of log (G). Turn 180° left around peg H and along log (G). Leave peg I on horses off-side and turn right.
5. Proceed between the pegs (J & K) and over the log then turn 180° right around peg M and over the log between the pegs (J & K).
6. Continue to N, proceed over log (O) three times in a serpentine motion between Pegs N and R, starting with peg N on horses near side and going around pegs P and Q with final obstacle having peg R on horses offside.
7. Trot prior to proceeding between the pegs at S & T, continue at a trot through the finish pegs at A.

- Maximum height of the Jump (C) is 60cm
- Distance from the edges of Barrels D & E is 2m
- Pegs F & I are 1m from the outside of log
- The log (G) is 5m long & 20cm in diameter
- Pegs J & K are 2m apart, log (L) is 2m with a diameter of 30cm. Peg M is 3m from the log.
- The log (O) is 8-10m, with a diameter of 30cm
- Pegs P, Q & R are 3m from the log.
- There is a 1m distance between the pegs at S & T.
- Trees or pegs driven into the ground should be used in preference to drums
- The lengths and diameters of logs listed is the minimum required.
- If logs of less than the designated diameters are not available, the logs MUST be securely pinned to the ground to prevent all movement.

Note:

- Once the rider's hand touches the gate, the horse may continue at any pace to M.
- In competitions restricted to riders under 13 years, riders must open the gate but do not have to close it.

Penalties

One (1) Second	<ul style="list-style-type: none"> • Each stride that is broken in the Walk & Trot sections • For each hoof which cross the log at G.
Three (3) Seconds	<ul style="list-style-type: none"> • Any peg or obstacle knocked down or dislodged • Any obstacle the Judge deems to be sufficiently moved
Elimination	<ul style="list-style-type: none"> • The horses four feet do not touch the ground on the other side of the obstacles at G & L before returning over the log. • Any section of the course not completely & correctly negotiated

Time (seconds)	Penalties	Grand Total

The steward is to mark on this sheet where the penalty or penalties were incurred.

Judge: _____ Date: _____