Australian Stock Horse
SOCIETY

PATTERN BOOK

Revised June 2025

Australian Stock Horse
SOCIETY

PATTERN BOOK FOR JUDGES, STEWARDS, COMPETITORS AND MEMBERS

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The aim of this booklet is to provide uniformity of patterns and general guidelines for Judges and competitors within the Australian Stock Horse Society and to assist State Management Councils, Branch Committees and competitors alike.

Judges and competitors requiring any information not covered in this book should refer to the Australian Stock Horse Society's Events Handbook.

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VISION, AIMS, MISSION

The vision

The Australian Stock Horse Society wants the Australian Stock Horse to have the highest profile of any breed of horse in Australia with worldwide recognition.

The aims

- To preserve the heritage and identity of the Australian Stock Horse.
- To promote the development and popularity of Australian Stock Horses throughout Australia and the world.
- To maximise the benefits of owning a Registered Australian Stock Horse and being a Member of The Australian Stock Horse Society.

The mission

To maintain the heritage and to promote the bloodlines and high performance of the Australian Stock Horse among equestrian activities and the general public.

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

DEFINITIONS

The **SOCIETY** means The Australian Stock Horse Society Limited – the Registered Office being 48 Guernsey Street, Scone New South Wales, Australia.

BRANCH means a local branch formed in accordance with the Society's Articles of Association.

MANAGEMENT COUNCIL means a regional body formed in accordance with the Society's Articles of Association.

LICENCED AFFILIATE means any Branch or Management Council operating under a Licence Agreement with the Society. Branches and Management Councils are individually incorporated and shall operate according to the aims and objectives of the Society, as well as the overall direction and control of the Society.

A **FINANCIAL MEMBER** is a member who has paid to the Society all annual membership fees due and payable by such member even though there may be other amounts unpaid.

The **OWNER/LESSEE** in relation to the horse is the person for the time being registered as the owner/lessee of the horse in the records of the Society and shall be identical with the name in which the membership exists in the records of the Society.

The **EXHIBITOR** is the person and/or persons listed on the Society's records as having ownership, being the registered owner or lessee.

A **MAIDEN RIDER** is a rider who has never won first prize in the same type of event (except youth or consolation classes) at any show, open gymkhana or similar event prior to the event being judged. For example: Working, Hack, Campdraft events and the like.

The **BREEDER** of the horse is the owner or lessee of the dam at the time of service.

A **REGISTERED** horse is a horse that has been issued with an Australian Stock Horse Registration Number and Certificate of Registration. If the owner or lessee of the horse is an unfinancial member, a non-member, a Participant Member, a Subscriber Member, a Temporary Member or a Cancelled Member of the Society, the horse's registration is SUSPENDED.

A **FOAL RECORDED** horse is not eligible to be shown in Australian Stock Horse events or sold at Approved Australian Stock Horse Sales. (For registration of a foal recorded horse refer Society Regulations – Registration.)

The **AGE** of a horse shall be calculated from 1st August in the year in which it is foaled. Every horse foaled before 1st August in any year shall be deemed to be one year old on that date.

Example: A foal born 01/03/1990 is considered to be one year old on 01/08/1990.

A **SIRE** is a stallion which is registered as such with the Society and for which the appropriate Sire Registration and DNA Fees have been paid.

A **COLT** is an uncastrated male horse under the age of four years.

A **STALLION** is an uncastrated male horse four years and over.

A **FILLY** is a female horse under four years of age.

A **MARE** is a female horse four years of age and over.

A **GELDING** is a castrated male horse of any age.

COMPETITIONS include any function held by any affiliated Show, Society, Club or Association at which Australian Stock Horses are judged or compete and at which prizes are awarded.

A **FUTURITY/MATURITY** means a competition restricted or otherwise where payments towards prize money are received at selected intervals prior to the date of the competition.

PRIZE MONEY is the amount of cash paid out.

PRIZE includes any reward, gift or presentation whether in the form of a certificate, a card, a ribbon, a monetary payment or a trophy.

JACKPOT competition is where prize money is restricted to entry fee. The Committee may reserve the right to retain a percentage of the fees for costs associated with running the event(s).

AWARDS include a Judge's decision, placing and adjudications.

FIRST DAY is in relation to a competition or futurity which means the day on which judging commences.

SHARED PRIZES – in all competitions a winner must be determined. All other equal placings and prize money or prizes may be shared.

MOVEMENTS & TRANSITIONS

WALK A four beat pace with regular rhythm. Light rein contact and soft frame

WALK on loose rein. Horse stretching down fully relaxed with low contact

TROT A two beat diagonal pace with regular rhythm

LENGTHENED TROT Stride lengthened maintaining rhythm

CANTER A three beat pace with regular rhythm. No running

LENGTHENED CANTER Lengthen stride through riders seat

HAND GALLOP Riders seat out of saddle

GALLOP Maximum speed in accordance with conditions, with total control. The pace becoming 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 it's 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 degree over its hocks, moving out on the same line as it entered

HAUNCH TURN Are turns 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 and no 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

ALL Horses should be worked around the ring and be seen to perform in both directions by the Judge prior to final selection

Variation of Non Executed Movements

JIG JOGGING Horse above bit and not relaxed

TROT should be balanced with horse tracking straight, not on 2 tracks or short in rhythm with running steps

LENGTH OF TROT Horse increasing the speed of trot, or shortening step to running

THE CANTER Should not be on the forehand, four beating or running

GALLOP Insufficient increase of pace thus not achieving four beat. Not maintaining sufficient control

HALT Being too abrupt and not coming smoothly through all transitions

STOP Resistance and horse refusal of any kind or stopping on front legs. Horse lifting front legs off ground

REIN BACK Resistance against the bit, hurried or not straight

BIT ACCEPTANCE Horse should not refuse to be ridden into compliant contact. Tongue should not be over the bit or behind the bit

HEAD CARRIAGE Should not be above bit, being adversely forward of the vertical NOR jammed in behind vertical.

LEAD CHANGES not executed on a straight line axis. Hurried and thrown through transition.

CANTER LEAD ERROR– Wrong lead, Disunited cross – firing, Cow like travel – No canter.

CIRCLES incorrect bend i.e. dropping shoulder horse not flexed i.e. looking out of circle therefore circle cannot round

ROLL BACK No completed stop

HAUNCH TURN Loss of momentum into or out of movement

SPIN Horse on front legs, inside hind leg not holding position

PATTERN ACCURACY Rider not familiar with pattern. Failure to ride to markers, results in loss of points, as this displays cheating, lack of rider control, horse over anticipation. Each movement and pattern must be ridden to the stated shape, size and pace as defined in Handbook

TAIL TURN All turns to be directed towards the Judge

FALL A fall of horse or rider during a workout will result in disqualification

STANDARD OF EXCELLENCE

HEAD alert and intelligent with broad forehead, full, well-set eyes, wide nostrils. A fine, clean gullet, allowing plenty of breathing room.

A good length of **REIN**, well set into the shoulder.

Sloping **SHOULDER**, not too heavily muscled, a well-defined wither slightly higher than the croup.

Deep **CHEST**, not too wide in proportion, but showing plenty of heart room.

Ribs well sprung and back strong and of medium length in proportion.

In **FORELEGS**, forearms well developed, cannon bones slightly flat, pasterns short and slightly sloping.

HINDQUARTERS strong, rounded and well-muscled, nicely sloping to give a full line from croup to hock. Hocks broad, flat and clean, the cannon relatively short with well-defined tendons. The hind legs well under when standing.

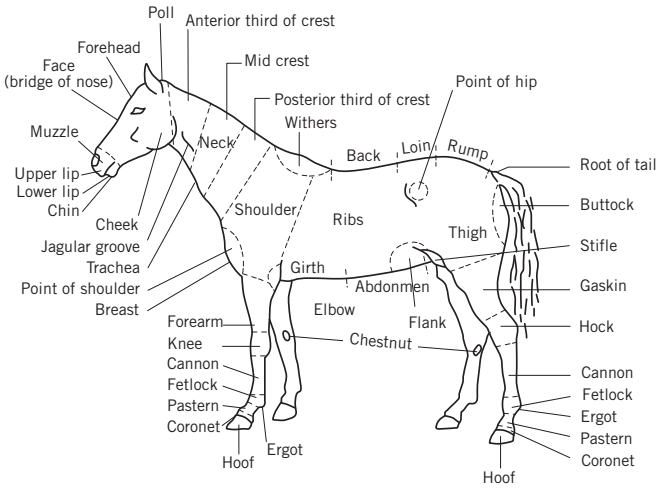
The **HOOVES** hard and in proportion to the size of the horse with a wide heel and feet straight.

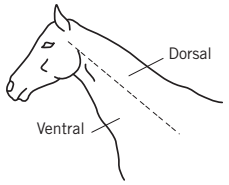
Preferred heights between 14 and 16 hands.

IMPORTANT POINTS TO NOTE

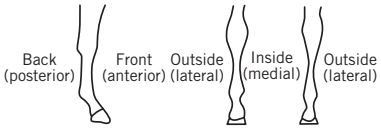
- Please refer to the ASHS Events Handbook for all Rules and Regulations.
- Patterns may be adapted at the discretion of the Judge according to local conditions.
- Patterns may be Judged in their entirety for a single total score **OR** each transition and movement can be scored separately for a total score.
- A fall of horse or rider during a workout will result in disqualification.
- Failure to follow the pattern will result in a loss of points or disqualification.
- At the Judges discretion, a horse deemed to be out of control should be disqualified.
- ASHS Dressage Tests are available from Head Office.
- Stallions and Colts to be handelled and or ridden only by adults 18 years and over.
- Competitors under 18 years of age must wear an equestrian helmet approved by the current Australian Standards Association.

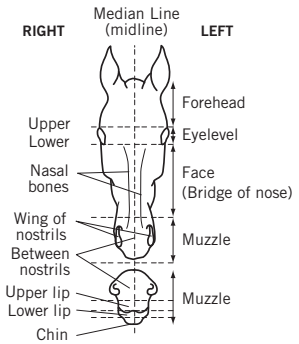
POINTS OF THE HORSE





Avoid using the terms 'upper' and 'lower' to describe the side of the neck





For all information on *ASHS Events Rules & Regulations* please refer to the ASHS Website: ashs.com.au

The *ASHS Events Rules & Regulations* can be found under the SPORTS/EVENTS tab in the Information Column - RULES & REGULATIONS.

LED

Horses in Led ASH classes are assessed on their type (the Standard of Excellence), conformation, movement, temperament and presentation.

The horse should show the qualities and type that define the breed (the Standard of Excellence).

The horse's body should be balanced in accordance with the size of the horse, and it should possess a calm temperament and a good nature.

The objectives of Led ASH classes are to provide opportunities for Members who currently own or breed Australian Stock Horses, to compare their horse's type, conformation, temperament and movement, as well as good horsemanship and showmanship skills.

The aim of Led ASH classes is to promote the Breed through striving to uphold and maintain the Standard of Excellence, which each horse should be assessed against.

The Led Scoring System has been adopted to give a breakdown of points allocated for a total score out of 100.

The Scoring System can be used in any Led class, but it is most important that it be used in Futurity and Challenge events including a Led section.

Australian Stock Horse SOCIETY

ASHS LED PATTERNS – SCORING SYSTEM

LED SECTION	Possible Maximum Points	Allocated Points
TYPE: Standard of Excellence	50	
CONFORMATION:	15	
MOVEMENT:	15	
TEMPERAMENT: Manners	15	
PRESENTATION:	5	
TOTAL SCORE:	100	**/100**
COMPETITOR NAME:		
HORSE NAME/ NO:		

CONFORMATION/ MOVEMENT/ TEMPERAMENT

POOR	SATISFACTORY	EXCELLENT

0 → 5 → 10 → 15

TYPE

OFF -TYPE	INSUFFICIENT	GOOD	VERY GOOD	EXCELLENT

0 → 10 → 20 → 30 → 40 → 50

PRESENTATION

POOR				EXCELLENT

1 → 2 → 3 → 4 → 5

From the Events Rules & Regulations (Section 4, Page 2):

Horses in Led ASH classes are assessed on their type, conformation, temperament, movement and presentation (the Standards of Excellence). The horse should show the qualities and type that define the breed. The horse's body should be balanced in accordance with the size of the horse and it should possess a calm temperament and good nature.

LED – LP1

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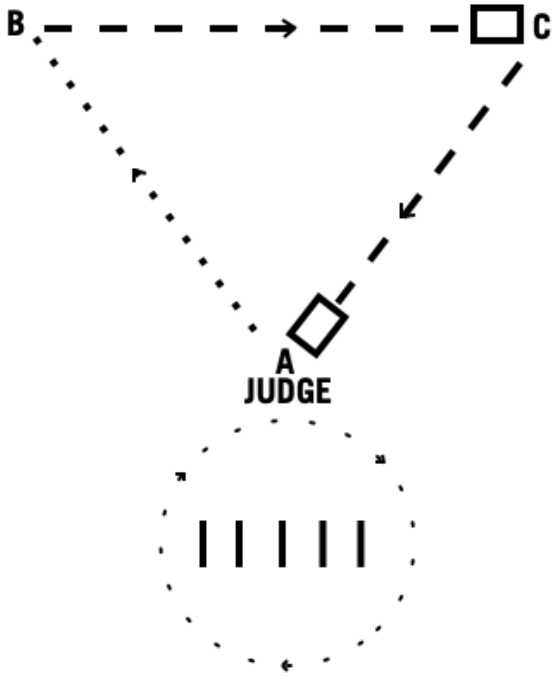
Event _____ **Class** _____

Horse _____ **Rider** _____



1	All horses will Walk the ring clockwise of the Judge for an overview. Horses selected for final consideration will line up in centre of ring behind the Judge.
2	Each horse will Walk forward for closer inspection. Horses will commence from A. Walk out to marker B, trot across to marker C.
3	Halt and stand in profile to the Judge for a few seconds. Trot back to marker A. Halt in front of Judge before returning to the line up.
Consideration will be given to Type, Conformation, Movement, Temperament & Presentation as per the Led Scoring System.	

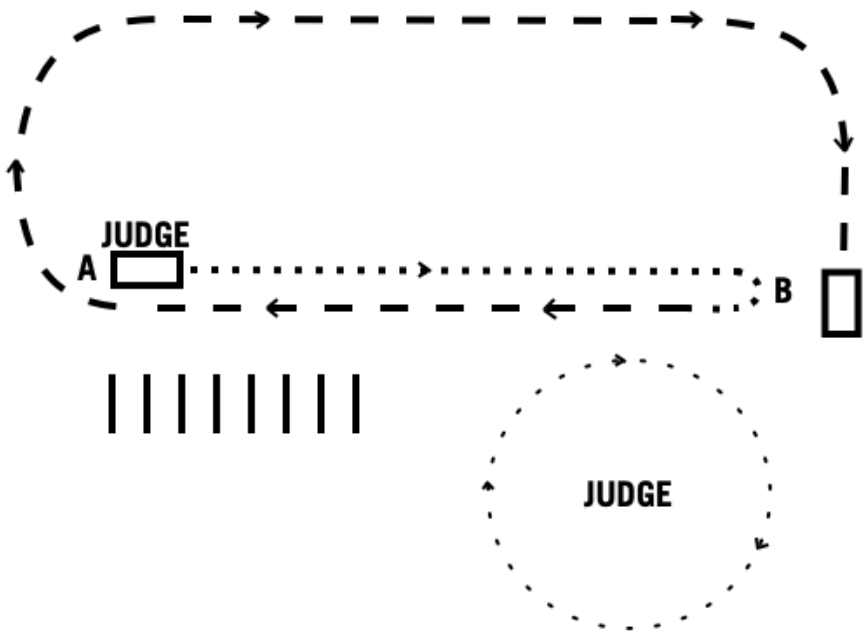
Score	**/ 100**

Judge: _____ **Date:** _____

LED – LP2

Event _____ **Class** _____

Horse _____ **Rider** _____



1	Walk entire class on circle in a clockwise direction of the Judge for an overview.
2	Halt entire class in line in ring or to one side.
3	Each horse individually to be presented to the Judge at A for closer inspection. Walk horse to B turning right and trotting straight back to the Judge and passing the Judge and continuing at trot around entire area. Halt. Then re-join the line up.
4	All horses will stand in line up for final selection.
5	Place getters will walk forward to be presented.
Consideration will be given to Type, Conformation, Movement, Temperament & Presentation as per the Led Scoring System.	

Score	**/ 100**

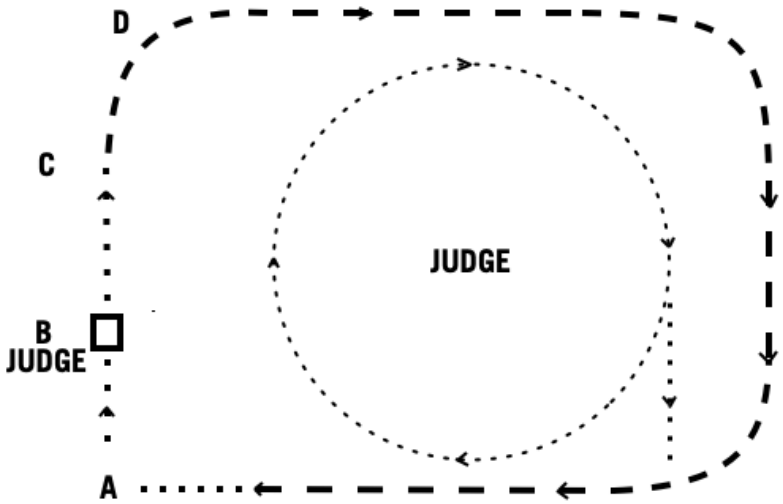
Judge: _____ **Date:** _____

LED – LP3

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



Progressive Judging System	
1	Every horse to be Judged individually. Horses enter the ring in single file and walk in a clockwise direction of the Judge for an overview.
2	All horses will form a line behind ring with first horse on marker A. At Judges instruction the horse is walked straight to the Judge and stops at marker B, to be stood and presented to the Judge for closer inspection.
3	The horse will be walked away from Judge to marker C and trot straight toward marker D, turn right and continue in large half circle at trot to join the back of the line.
4	Each horse will progressively move forward to marker A and wait Judges instruction.
5	At completion of the last horse to work, the horses should already be in a line nose to tail in profile for Judges final inspection and selection.
Consideration will be given to Type, Conformation, Movement, Temperament & Presentation as per the Led Scoring System.	

Score	**/ 100**

Judge: _____ **Date:** _____

HACK

Hack classes are for ridden horses. A hack must have abundant presence and quality and be well-schooled.

It is the horse, not the rider, that is judged in Hack classes, and it is assessed on type, conformation, movement, temperament and responsiveness to the rider.

The Judge looks for a calm, supple and obedient horse that moves freely forward in all paces.

Hacks should be fluent and flowing in their movement.

In Hack classes, the Judge will be looking for a horse which is forward-moving, balanced and rhythmic in all its paces.

It must be well-conformed and present an overall picture of balance and quality.

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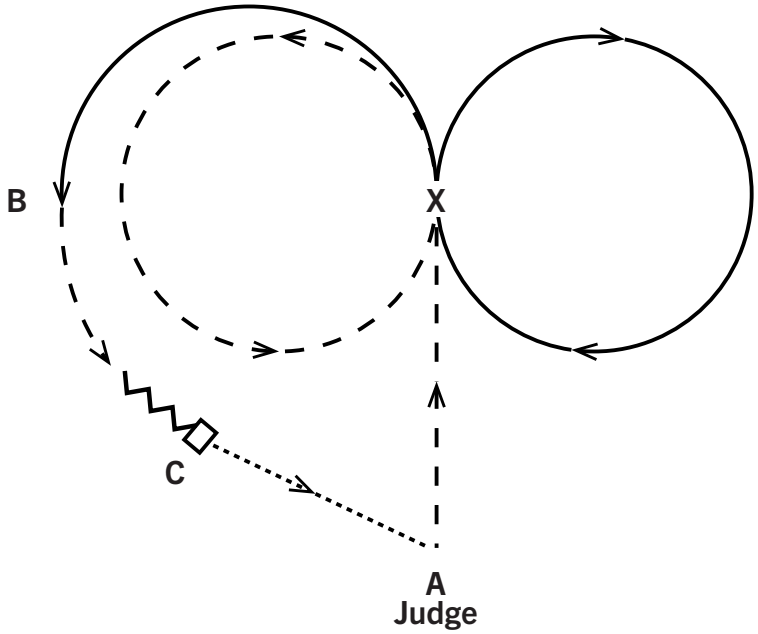
HACK - 2025 HP1

Event _____ **Class** _____

Horse _____ **Rider** _____



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

Judge: _____ **Date:** _____

Scoring Scale:

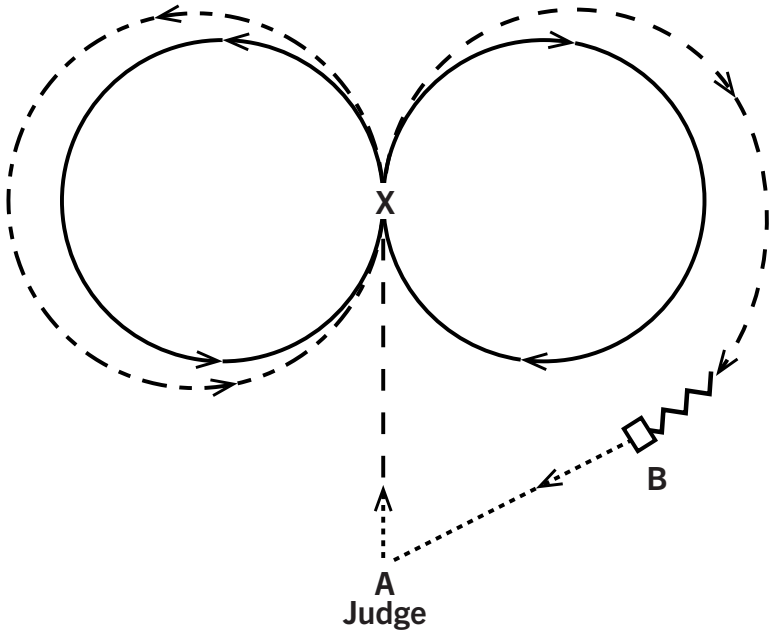
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK - 2025 HP2

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		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	Lengthen canter, circle left.	10	
8	At X trot three quarter circle right to B.	10	
9	Halt and rein back 3 metres.	10	
10	Walk to Judge on a light rein.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

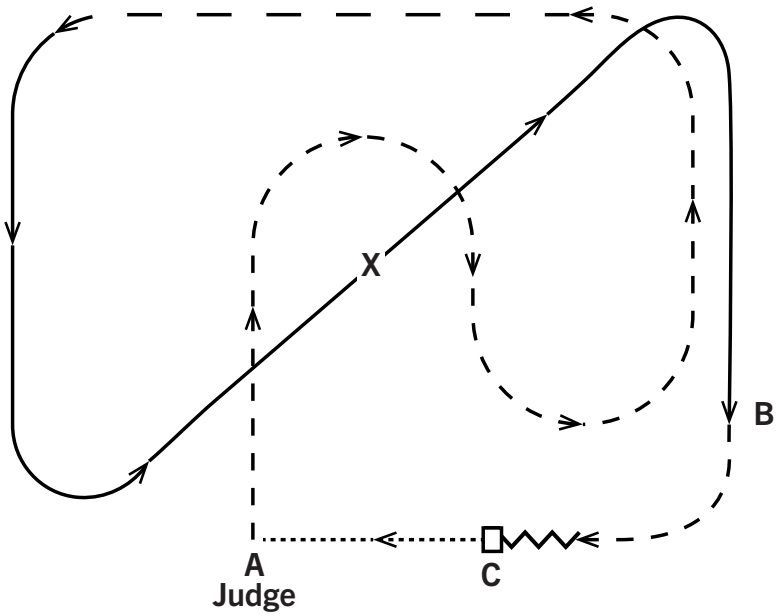
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

HACK - 2025 HP3

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot a two 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 to B.	10	
7	Trot to C.	10	
8	Halt and settle.	10	
9	Rein back 3 metres.	10	
10	Walk to Judge on a 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

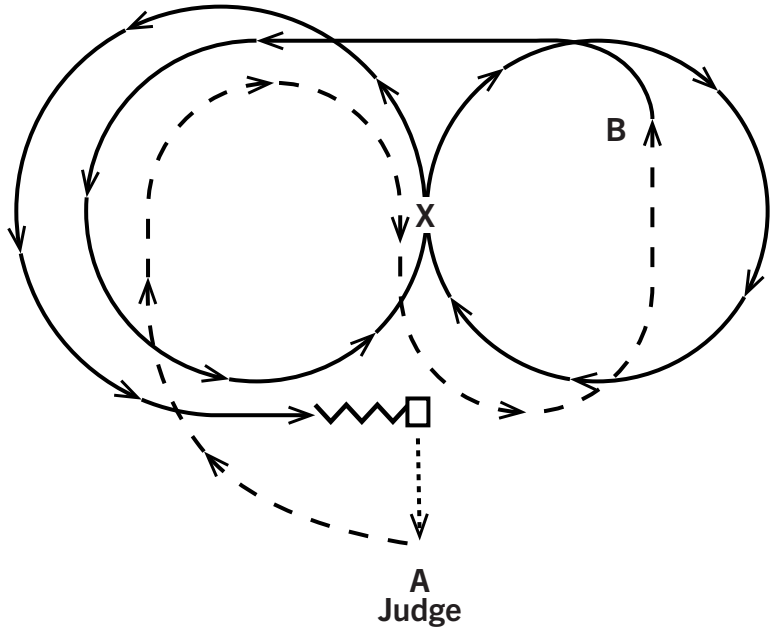
Australian Stock Horse SOCIETY

HACK - 2025 HP4

(Recommended for Maiden Horses & Youth Competitors)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot a two loop serpentine to B.	10	
3	Canter left lead around to X.	10	
4	Simple change.	10	
5	Canter right circle to X.	10	
6	Simple change.	10	
7	Canter three quarter circle left.	10	
8	Halt in profile to Judge.	10	
9	Rein back 3 metres.	10	
10	Walk to Judge on a 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

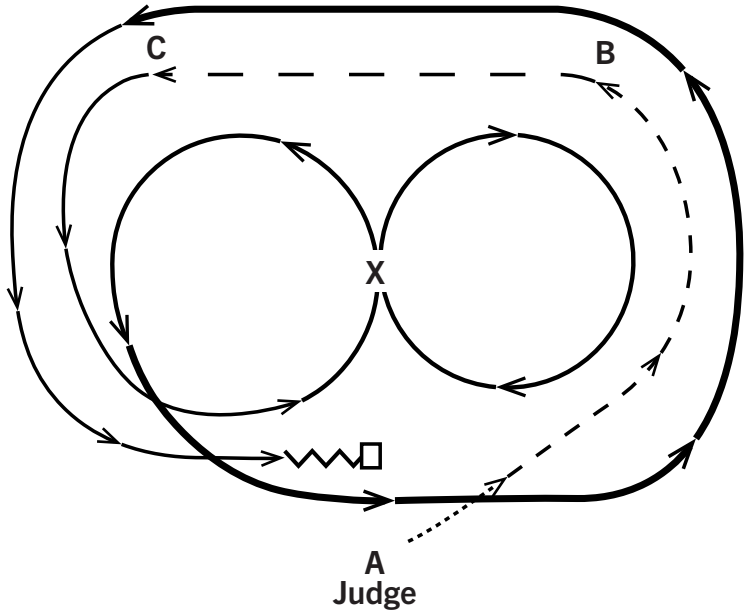
Australian Stock Horse SOCIETY

HACK - 2025 HP5

(Recommended for Juvenile Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance away and trot around to B.	10	
3	Lengthen trot across the back of area to C.	10	
4	At C canter left lead to X and simple change.	10	
5	Canter right circle to X.	10	
6	Flying change.	10	
7	Canter three quarter circle to left.	10	
8	Hand gallop around working area to C.	10	
9	Canter half circle left and halt in profile to the Judge.	10	
10	Rein back 3 metres.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

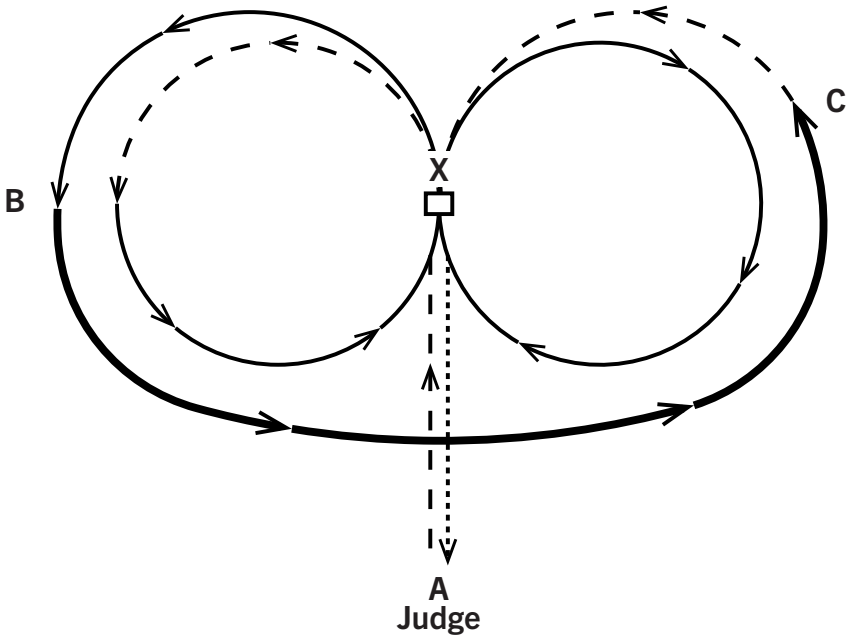
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

HACK - 2025 HP6 - A

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to X and trot a half circle left to B.	10	
3	Canter half circle to X.	10	
4	Simple change.	10	
5	Canter circle right to X.	10	
6	Simple change.	10	
7	Canter half circle left to B.	10	
8	Hand gallop to C.	10	
9	Trot to X and halt.	10	
10	Walk to Judge on a light rein.	10	
	Total	**100**	

Judge: _____ **Date:** _____

Scoring Scale:

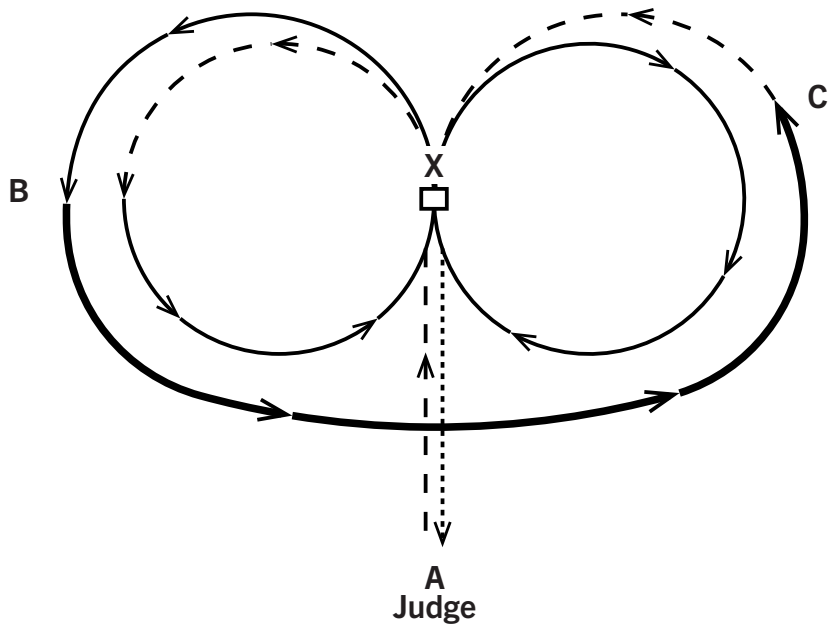
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

HACK - 2025 HP6 - B

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to X and trot a half circle left to B.	10	
3	Canter half circle to X.	10	
4	Flying change.	10	
5	Canter circle right to X.	10	
6	Walk through simple change.	10	
7	Canter half circle left to B.	10	
8	Hand gallop to C.	10	
9	Trot to X and halt.	10	
10	Walk to Judge on a light rein.	10	
	Total	**100**	

Judge: _____ **Date:** _____

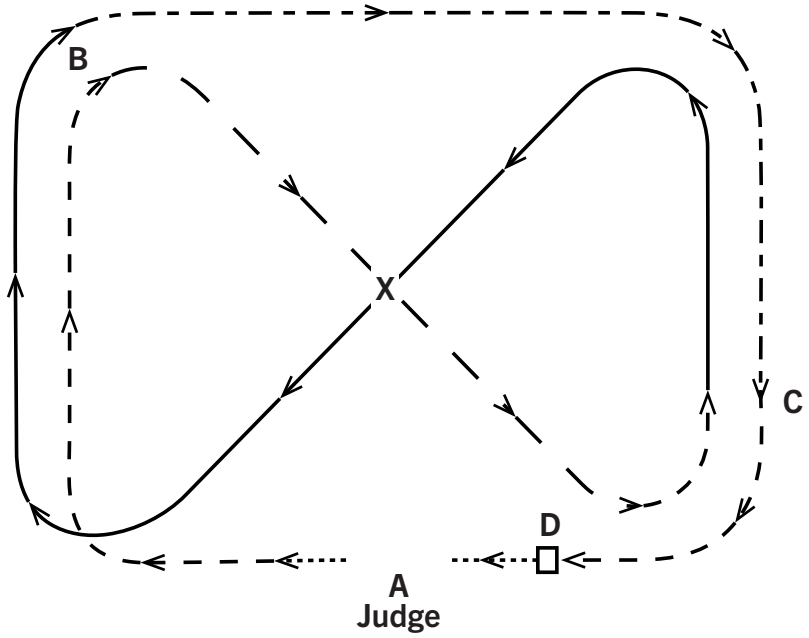
Scoring Scale:

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

HACK - 2025 HP7 - A

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and trot to B.	10	
3	Lengthen trot across the diagonal and trot to C.	10	
4	Canter left lead to X.	10	
5	Simple change.	10	
6	Canter right lead 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**	

Judge: _____ **Date:** _____

Scoring Scale:

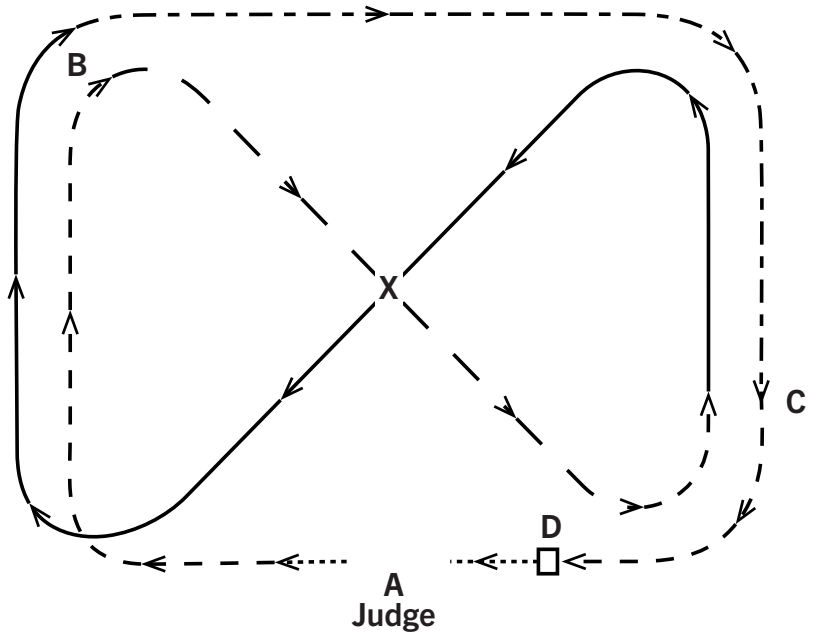
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

HACK - 2025 HP7 - B

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and trot to B.	10	
3	Lengthen trot across diagonal and trot to C.	10	
4	Canter left lead to X.	10	
5	Flying change.	10	
6	Canter right lead 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**	

Judge: _____ **Date:** _____

Scoring Scale:

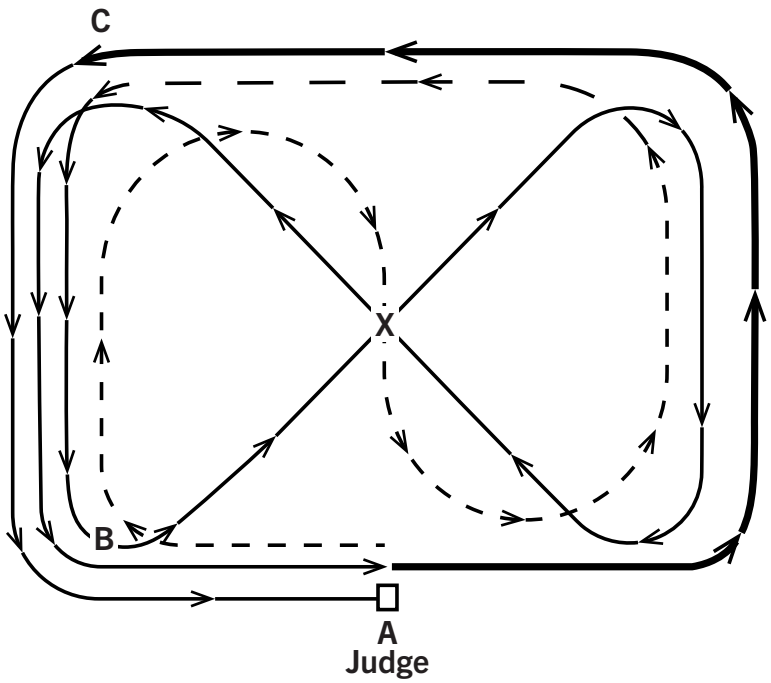
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

HACK - 2025 HP8

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to B and trot a two loop serpentine.	10	
3	Lengthen trot along back of area to C.	10	
4	Canter left lead to B and continue across diagonal.	10	
5	Simple change at X.	10	
6	Continue canter right lead across the diagonal, half circle right and continue across diagonal.	10	
7	Flying change at X.	10	
8	Continue across diagonal and around to A.	10	
9	Hand gallop around area to C and canter to B.	10	
10	Canter towards Judge and halt in profile to Judge.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

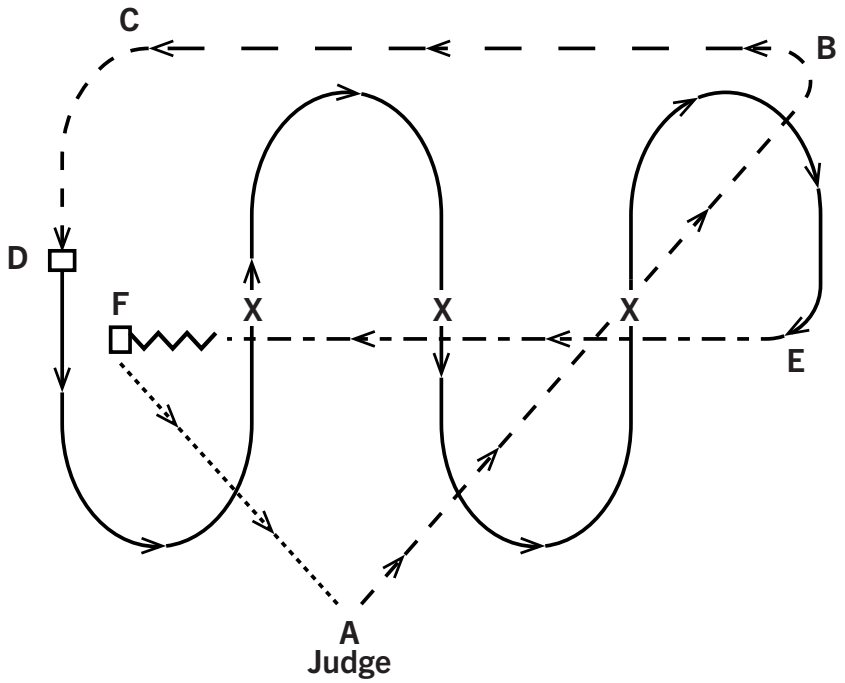
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

HACK - 2025 HP9

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to B and turn left.	10	
3	Lengthen trot across back of area to C.	10	
4	Trot to D and halt.	10	
5	Canter left lead loop to X and flying change.	10	
6	Canter right lead loop to X and simple change.	10	
7	Canter left lead loop to X and simple change through the walk.	10	
8	Canter a loop right to E and lengthen canter to F.	10	
9	Halt and rein back 3 metres.	10	
10	Walk to Judge on a 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

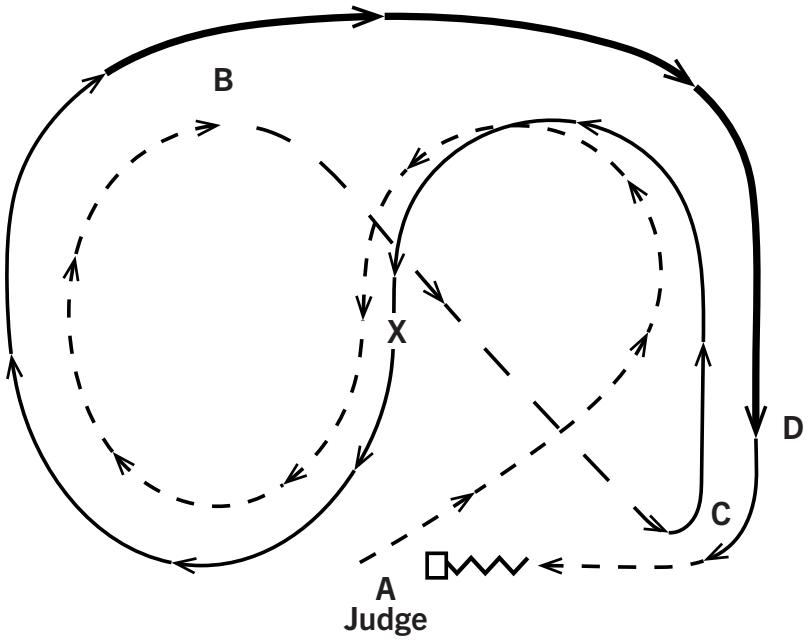
Australian Stock Horse SOCIETY

HACK - 2025 HP10

(Recommended for Open Horses)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot from Judge and loop left to X.	10	
3	Change rein and trot right loop to B.	10	
4	Lengthen trot across diagonal to C.	10	
5	Turn left and canter left loop to X.	10	
6	Flying change.	10	
7	Canter right loop to B.	10	
8	Hand gallop to D.	10	
9	Canter to C and trot towards Judge.	10	
10	Halt, settle and rein back 3 metres.	10	
	Total	**100**	

Judge: _____ **Date:** _____

Scoring Scale:

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

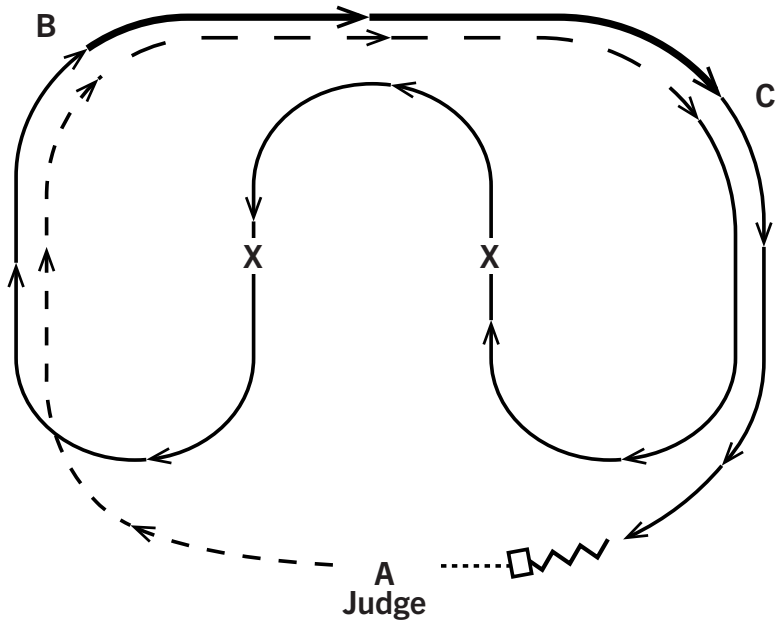
Australian Stock Horse SOCIETY

HACK - 2025 HP11

(Recommended for Open Horses)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot from Judge and track right to B.	10	
3	Lengthen trot along the back of area to C.	10	
4	Canter right lead loop to X and simple change.	10	
5	Canter left lead loop to X and simple change.	10	
6	Canter right lead loop to B.	10	
7	Hand gallop across back of working area to C.	10	
8	Canter right lead towards Judge.	10	
9	Halt and rein back 3 metres.	10	
10	Walk to Judge on a 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

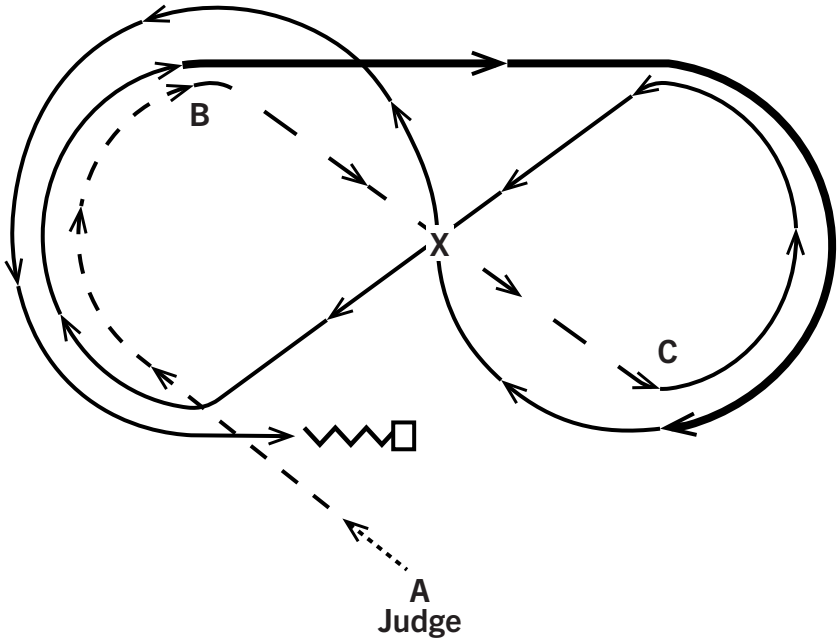
Australian Stock Horse SOCIETY

HACK - 2025 HP12

(Recommended for Champion Classes)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and trot to B.	10	
3	Lengthen trot across the diagonal to C.	10	
4	Canter left half circle.	10	
5	Canter across the diagonal with a flying change at X.	10	
6	Canter right half circle to B.	10	
7	Hand gallop across the back of the area and half circle right to C.	10	
8	Canter to X and simple change through the walk.	10	
9	Canter left three quarter circle and halt in profile to the Judge.	10	
10	Rein back 3 metres.	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

Working classes represent the high level of agility, responsiveness and control that is required to work cattle.

The execution of a Working pattern shows the ability of a horse to manoeuvre at all paces, with control and obedience. The horse is also judged on type and conformation.

The horse should move with purpose through all paces and give the impression of “going to work,” a working Stock Horse.

The horse should be light on its feet, well balanced and responsive, with no resistance to the bit, no anticipation or disobedience.

All fast work asked for must be executed in a fast manner (subject to ground conditions).

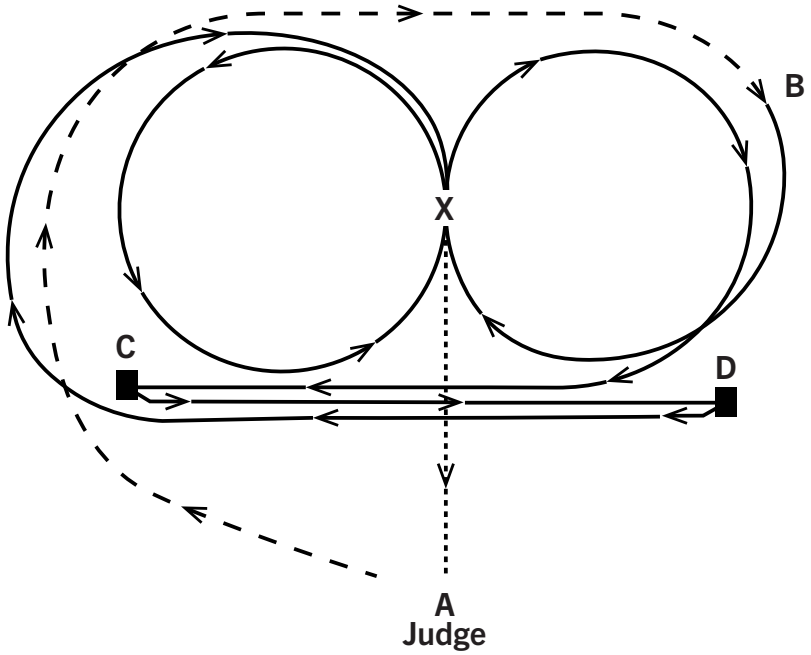
WORKING - 2025 RP1

Event _____ **Class** _____

Horse _____ **Rider** _____

Pattern Description for Judges & Competitors

RP1 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 the 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 left hand corner, continue at a trot along 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 three quarter circle right and continue to C.	10	
7	Stop at C and roll back left.	10	
8	Canter to D, stop and roll back right.	10	
9	Continue at canter right lead to X.	10	
10	At X walk to Judge on a 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

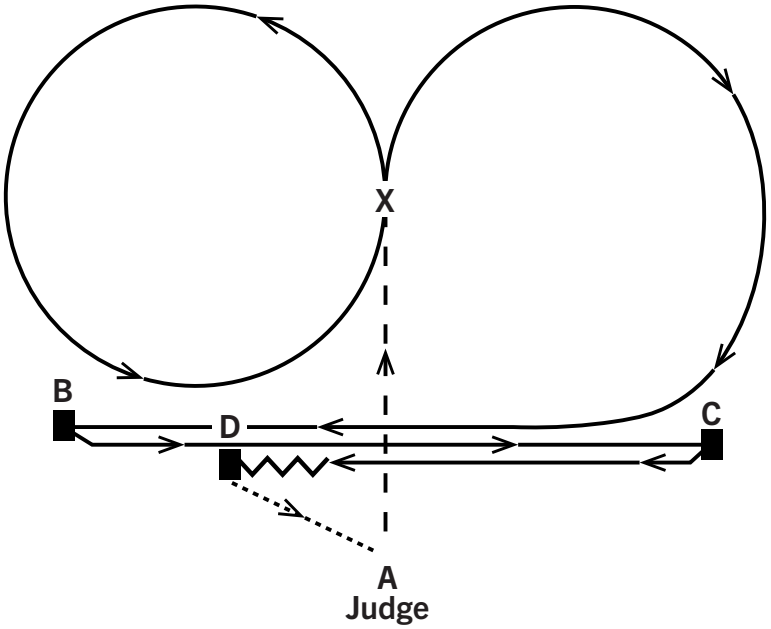
Australian Stock Horse SOCIETY

WORKING - 2025 WP1

(Recommended for Maiden & Junior Class)

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 right and continue to B.	10	
6	Stop and roll back to left.	10	
7	Canter to C, stop and roll back to right.	10	
8	Canter past centre and stop.	10	
9	Settle and rein back 3 metres.	10	
10	Walk to Judge on a 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

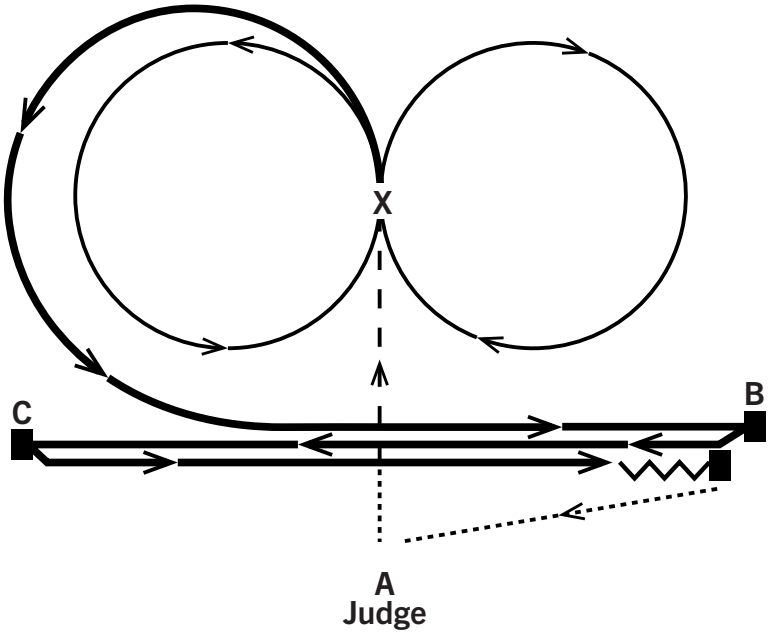
Australian Stock Horse SOCIETY

WORKING - 2025 WP2

(Recommended for Maiden, Junior & Encouragement Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		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 to X.	10	
4	Simple change.	10	
5	Canter circle right to X.	10	
6	Simple change.	10	
7	Hand gallop to B, stop and roll back right.	10	
8	Hand gallop to C, stop and roll back left.	10	
9	Hand gallop to B, stop, settle and rein back 3 metres.	10	
10	Walk to Judge on a 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

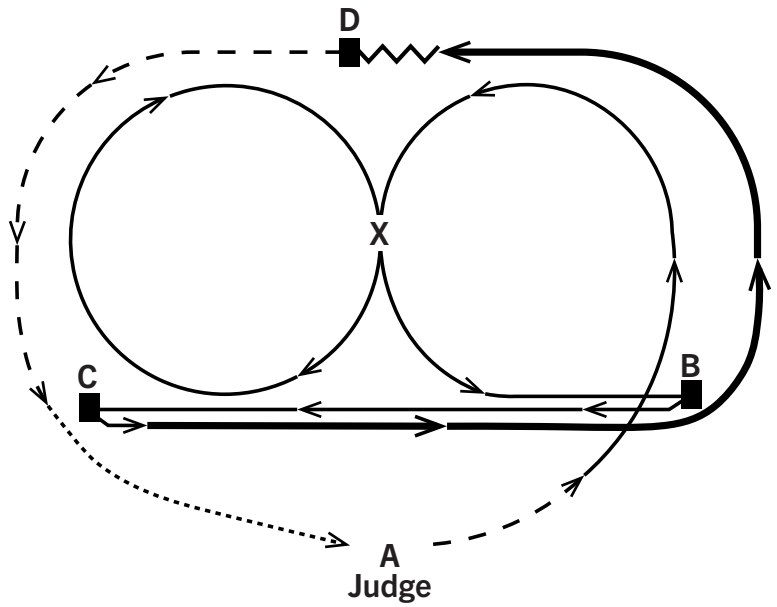
Australian Stock Horse SOCIETY

WORKING - 2025 WP3

(Recommended for Maiden, Novice, Junior & 3yo Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



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

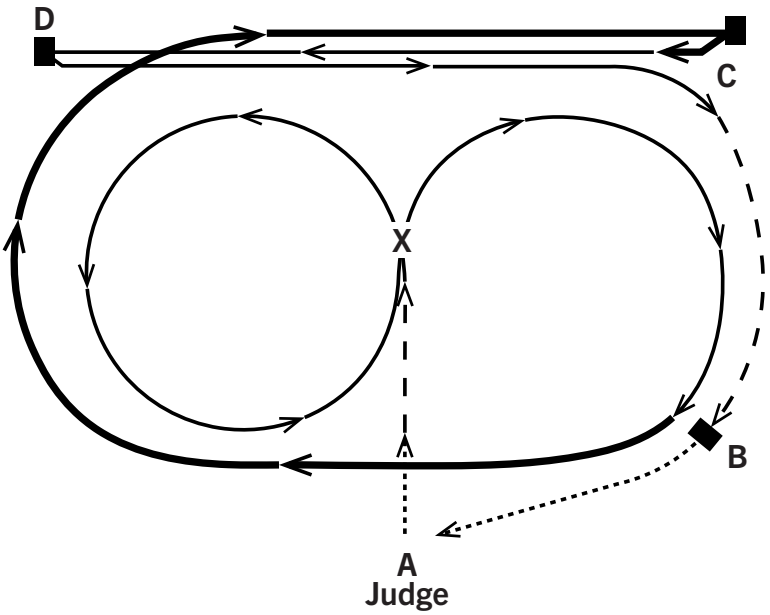
Australian Stock Horse SOCIETY

WORKING - 2025 WP4 - A (

Recommended for Junior, Juvenile, Maiden & Novice Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and trot to X.	10	
3	Canter circle left to X.	10	
4	Simple change.	10	
5	Canter half circle to right, at B hand gallop past Judge around to C.	10	
6	Stop and roll back right.	10	
7	Canter to D.	10	
8	Stop and roll back to left.	10	
9	Canter to C and trot to B.	10	
10	At B Stop and walk to Judge on a 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

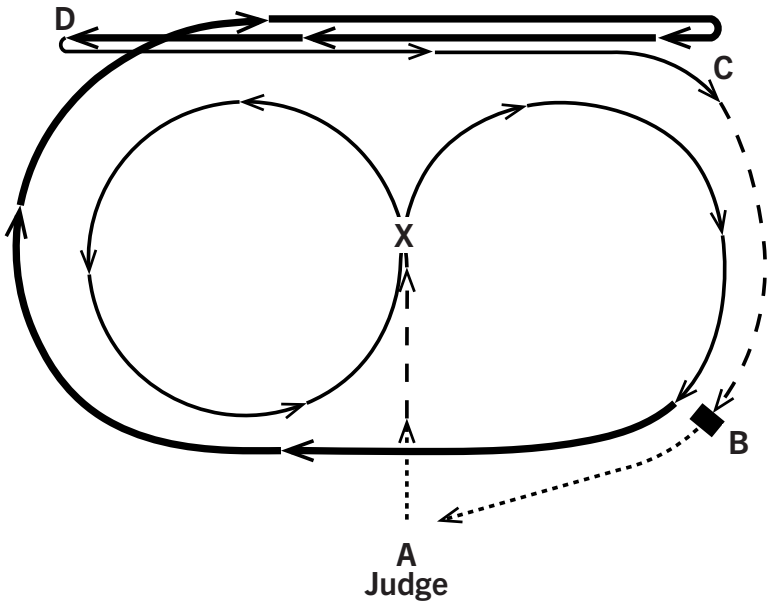
Australian Stock Horse SOCIETY

WORKING - 2025 WP4 - B

(Recommended for Junior, Juvenile, Maiden & Novice Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and trot to X.	10	
3	Canter circle left to X.	10	
4	Flying change.	10	
5	Canter half circle to right, at B hand gallop past Judge around to C.	10	
6	Haunch turn right.	10	
7	Hand gallop to D.	10	
8	Haunch turn left.	10	
9	Canter to C and trot to B.	10	
10	At B Stop and walk to Judge on a 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

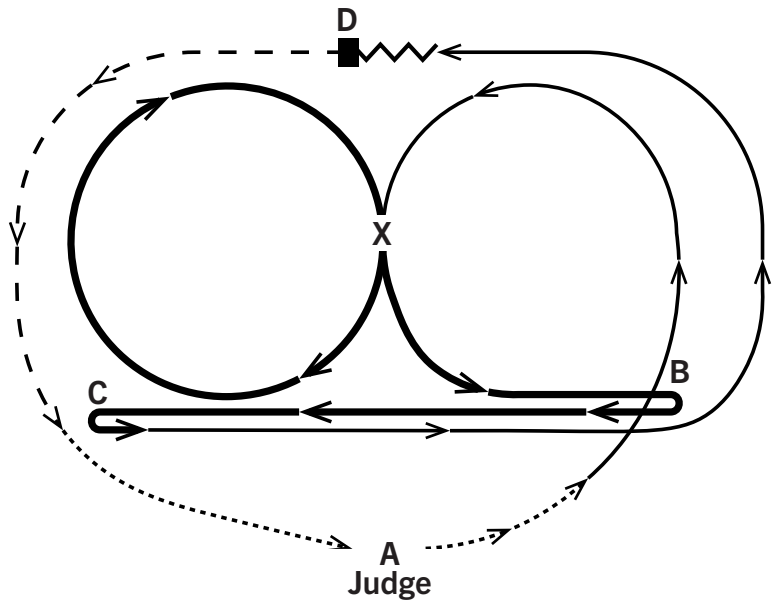
Australian Stock Horse SOCIETY

WORKING - 2025 WP5

(Recommended for Novice, Juvenile & Open Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



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

Judge: _____ **Date:** _____

Scoring Scale:

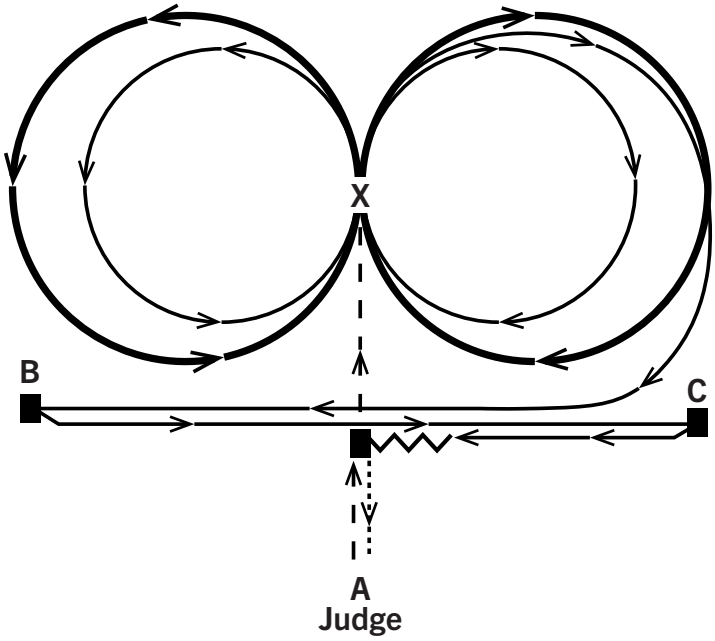
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

WORKING - 2025 WP6

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 canter small circle left.	10	
5	At X simple change.	10	
6	Canter three quarter circle right and continue to B, stop and roll back left.	10	
7	Canter to C, stop and roll back right.	10	
8	Canter to centre and stop.	10	
9	Settle and rein back 3 metres.	10	
10	Walk to Judge on a loose rein.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

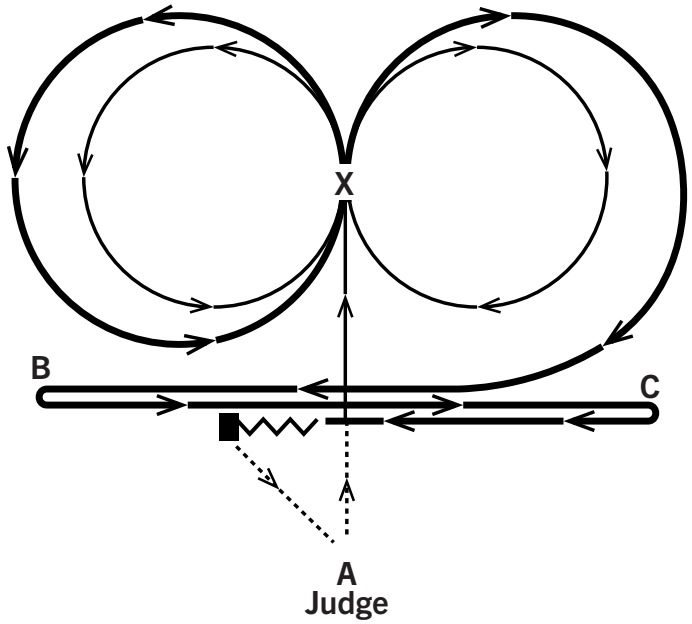
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

WORKING - 2025 WP7

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and canter left lead to X, canter small circle left.	10	
3	At X gallop large circle left.	10	
4	Flying change at X.	10	
5	Canter small slow circle right.	10	
6	At X gallop large three quarter circle right and continue to B.	10	
7	Haunch turn left and gallop to C.	10	
8	Haunch turn right.	10	
9	Gallop past centre line, stop and settle.	10	
10	Rein back 3 metres and walk to Judge on a 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

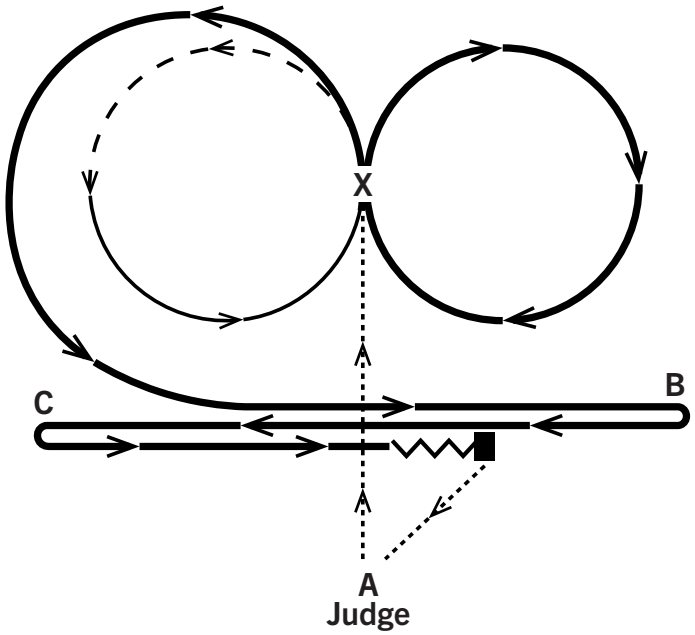
Australian Stock Horse SOCIETY

WORKING - 2025 WP8

(Recommended for Juvenile, Novice & Open Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to X and trot half circle left.	10	
3	Canter half circle to X and simple change.	10	
4	Hand gallop circle right to X.	10	
5	Flying change.	10	
6	Hand gallop three quarter circle left and continue to B.	10	
7	Haunch turn right and hand gallop to C.	10	
8	Haunch turn left and hand gallop past centre.	10	
9	Stop, settle and rein back 3 metres.	10	
10	Walk to Judge on a 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

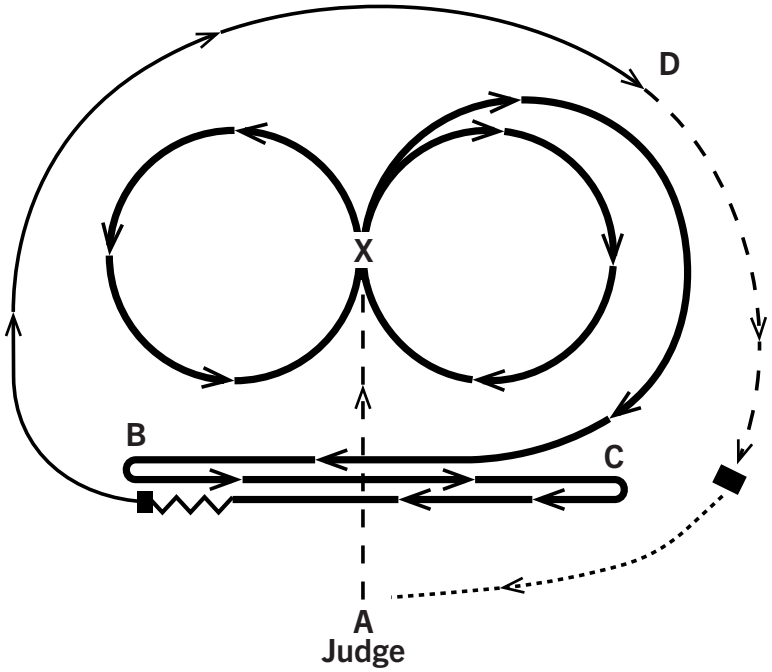
Australian Stock Horse SOCIETY

WORKING - 2025 WP9

(Recommended for Open Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to X and hand gallop circle right.	10	
3	At X flying change.	10	
4	Hand gallop circle left.	10	
5	At X flying change, hand gallop three quarter circle right and continue to B.	10	
6	Haunch turn left and hand gallop to C.	10	
7	Haunch turn right and hand gallop to B.	10	
8	Stop, settle, rein back 3 metres and settle.	10	
9	Canter round work area to D, trot to C.	10	
10	Stop, walk back to Judge on a loose rein cracking whip.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

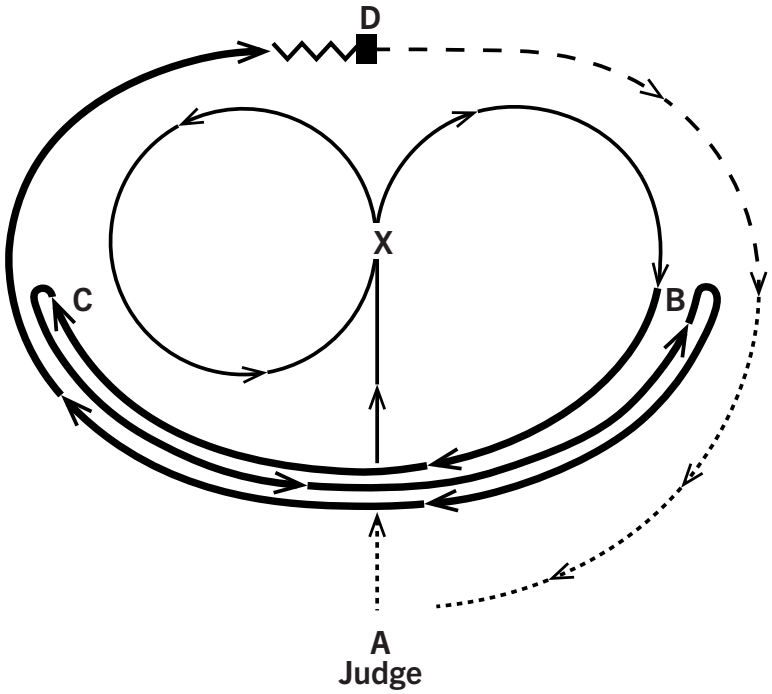
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

WORKING - 2025 WP10

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk short distance and canter to X and canter circle left.	10	
3	At X flying change.	10	
4	Canter half circle right to B and gallop large half loop past Judge to C.	10	
5	Haunch turn left.	10	
6	Gallop large half 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 to B and walk to Judge on a light rein cracking whip.	10	
	Total	**100**	

Judge: _____ **Date:** _____

Scoring Scale:

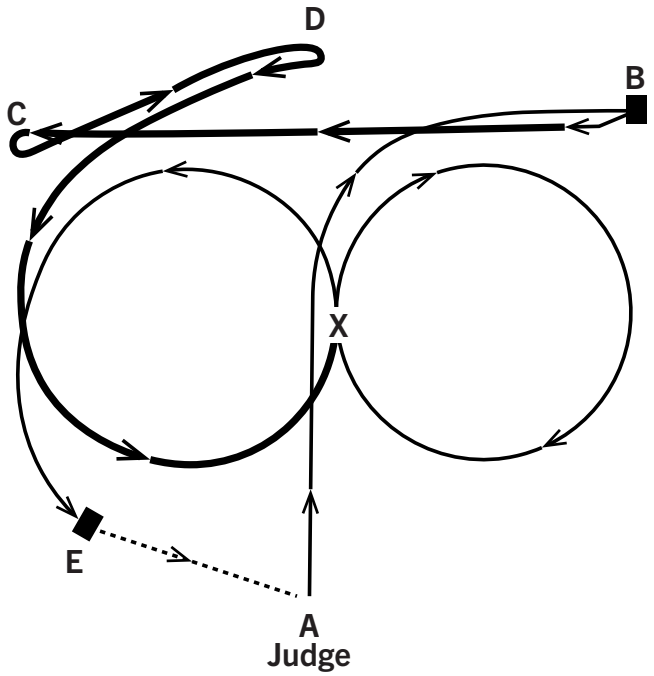
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING - 2025 WP11

(Recommended for Open Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Canter right lead past centre to B.	10	
3	Stop, roll back right and hand gallop to C.	10	
4	Haunch turn left and hand gallop to D.	10	
5	Haunch turn right.	10	
6	Gallop loop to X.	10	
7	Flying change and canter circle right to X.	10	
8	Flying change.	10	
9	Canter three quarter circle left to E and stop.	10	
10	Walk to Judge on a 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

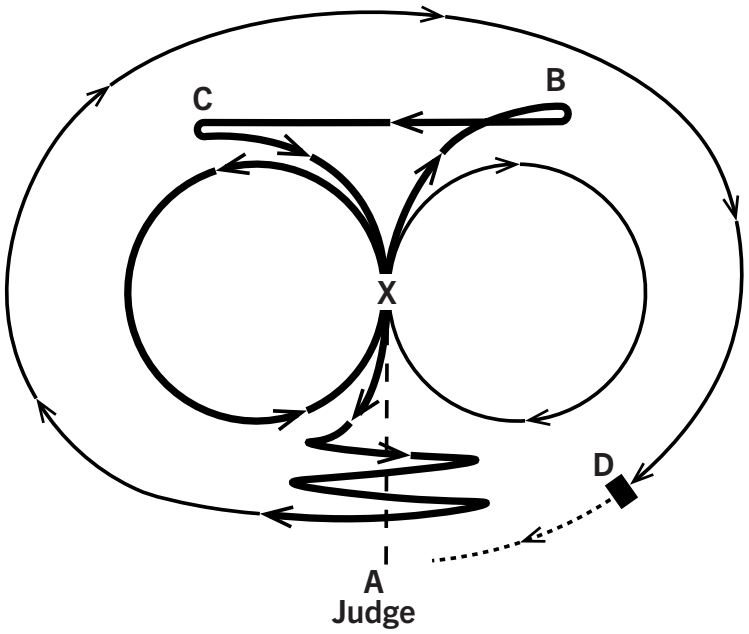
Australian Stock Horse SOCIETY

WORKING - 2025 WP12

(Recommended for Station Horse, Open & Champion Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot to X and canter circle right to X.	10	
3	Flying change and hand gallop circle left to X.	10	
4	Flying change and continue to B.	10	
5	Haunch turn right and hand gallop to C.	10	
6	Haunch turn left and hand gallop through X.	10	
7	Work an imaginary beast for 4 turns.	10	
8	Continue at a canter around area to D, cracking whip.	10	
9	At D stop and settle.	10	
10	Walk back to Judge on a loose rein.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

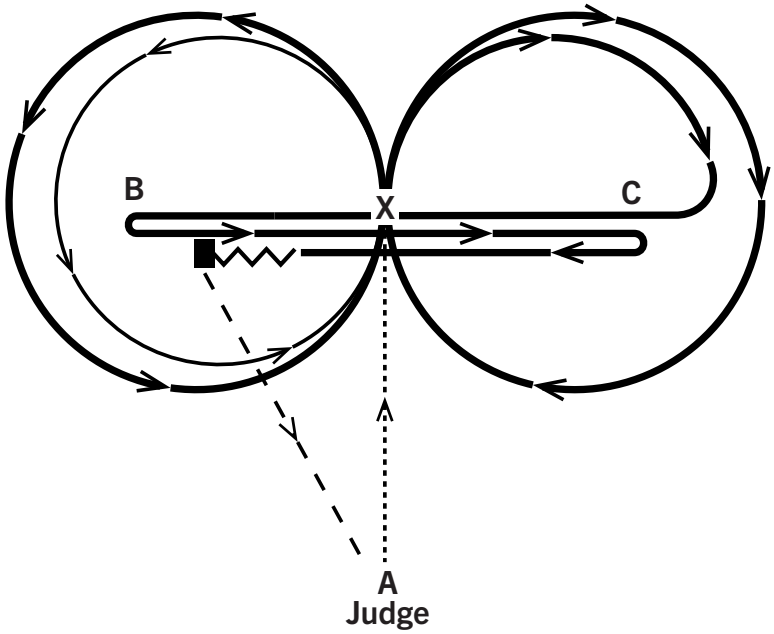
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

WORKING - 2025 WP13

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to X cracking whip.	10	
3	Canter circle left to X and simple change.	10	
4	Hand gallop circle right to X and flying change.	10	
5	Hand gallop circle left to X and flying change.	10	
6	Hand gallop half circle right and continue across area to B.	10	
7	Haunch turn left and hand gallop to C.	10	
8	Haunch turn right and hand gallop past X.	10	
9	Stop and settle.	10	
10	Rein back 3 metres and trot to Judge on a 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

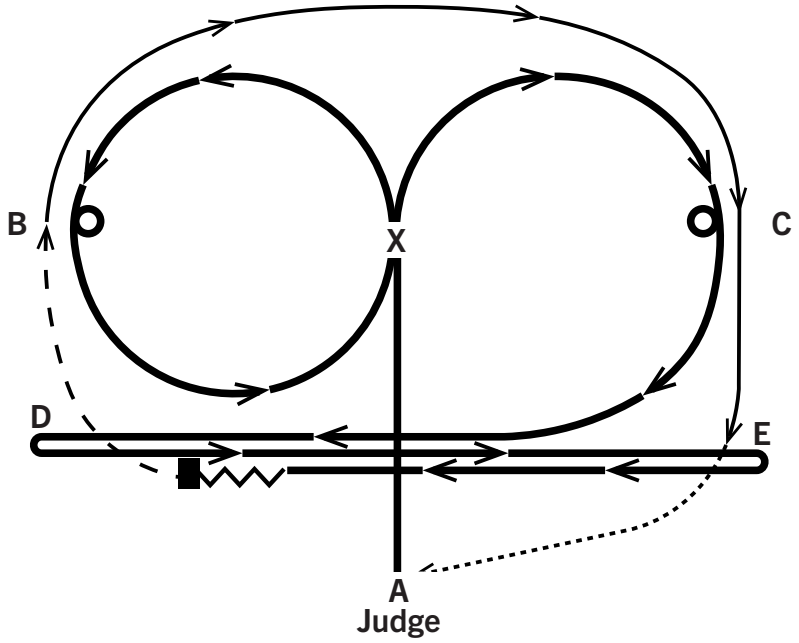
Australian Stock Horse SOCIETY

WORKING - 2025 WP14

(Recommended for Open, Champion & Special Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Gallop to X and left to B. At B 360° haunch turn left.	10	
3	Continue circle left to X, flying change.	10	
4	Gallop circle right to C. At C 360° haunch turn right.	10	
5	Continue gallop to D, haunch turn left.	10	
6	Gallop to E, haunch turn right.	10	
7	Gallop past centre line, stop, settle.	10	
8	Rein back 3 metres.	10	
9	Trot to B and canter right around work area to E.	10	
10	Stop and walk to Judge on a 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

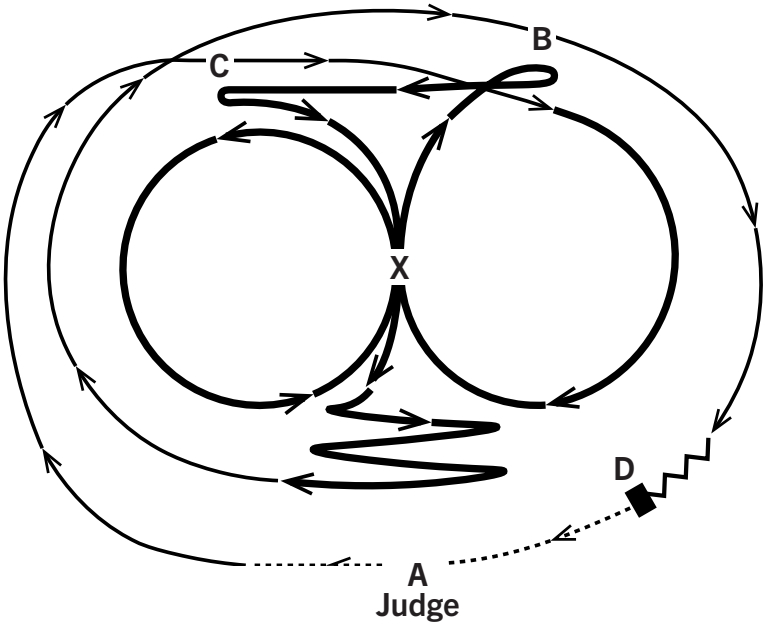
Australian Stock Horse SOCIETY

WORKING - 2025 WP15

(Recommended for Open, Champion & Special Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk a short distance and canter right lead around area to B.	10	
3	At B gallop circle right to X and flying change.	10	
4	Gallop circle left to X and flying change, continue to B.	10	
5	Haunch turn right and gallop to C.	10	
6	Haunch turn left and continue at gallop through X.	10	
7	After X work an imaginary beast for 4 turns.	10	
8	Continue at canter right lead around entire work area cracking whip between C and B.	10	
9	At D stop, settle and rein back 3 metres.	10	
10	Walk to Judge on a 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

STATION HORSE

The Station Horse classes are representative of the daily duties that may be encountered by a station hand and his Stock Horse, to carry out a day's work on a working station.

The horse should be able execute the pattern as if needing to work stock, and allow the rider to crack a stockwhip, carry a raincoat, open a gate, jump a log and stand for mounting.

The horse is also judged on type and conformation and should have an athletic ability, an excellent temperament and be able to complete the activities in a relaxed and calm manner.

The horse should move with purpose and be able to walk at a good pace on a light rein.

The Judge may request part of the pattern to be ridden one handed.

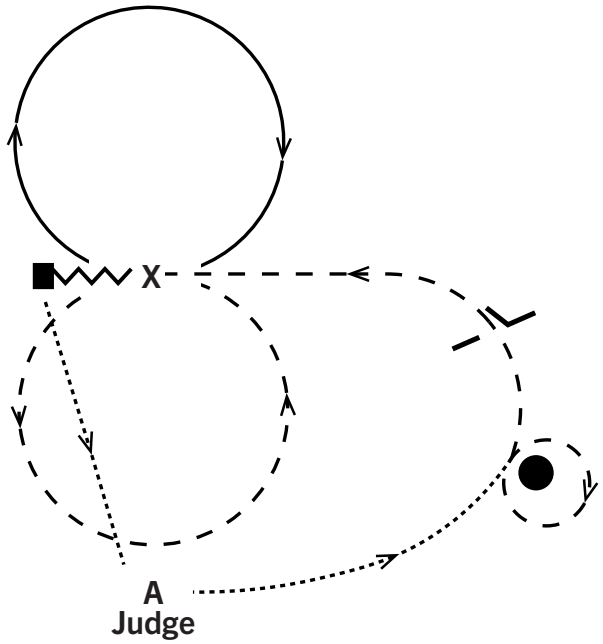
Australian Stock Horse SOCIETY

STATION HORSE - 2025 SHP1

(Recommended for Young Horses/Juniors etc. Not suitable for Open Horses)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Trot out to drum, stop and pick up coat.	10	
3	Trot a circle around drum, replace coat on drum.	10	
4	Trot to gate.	10	
5	Open, pass through and close gate keeping hand on gate at all times.	10	
6	Trot to X and canter circle right to X.	10	
7	Trot circle left to X.	10	
8	Continue past X and stop and settle.	10	
9	Rein back 3 metres.	10	
10	Walk to Judge on a loose rein.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

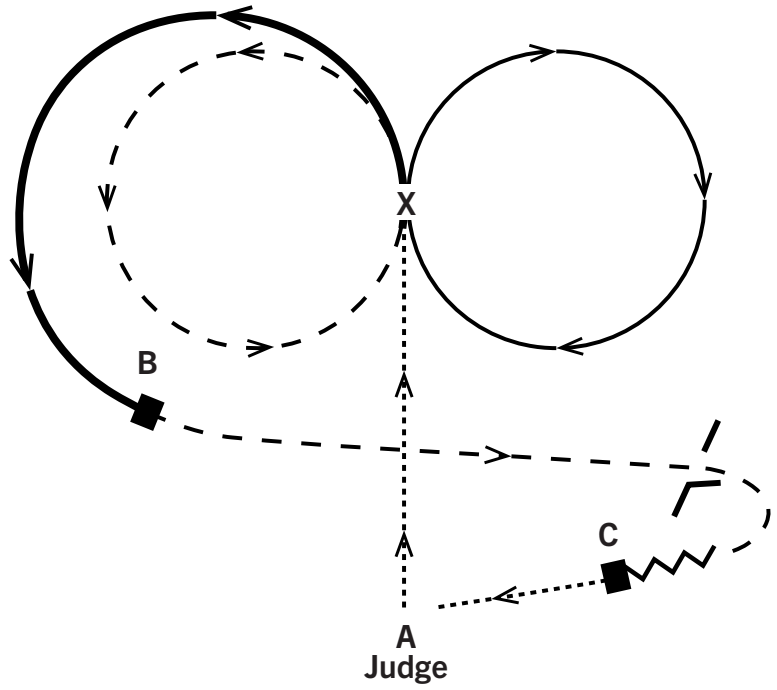
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

STATION HORSE - 2025 SHP2

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to X cracking whip.	10	
3	Trot circle left.	10	
4	Canter circle right.	10	
5	At X flying change.	10	
6	Hand gallop three quarter circle left to B.	10	
7	Stop, dismount and remount.	10	
8	Trot to gate, open, pass through and close gate keeping hand on gate at all times.	10	
9	Trot to C, stop, settle and rein back 3 metres.	10	
10	Walk to Judge on a loose rein.	10	
	Total	**100**	

Judge: _____ **Date:** _____

Scoring Scale:

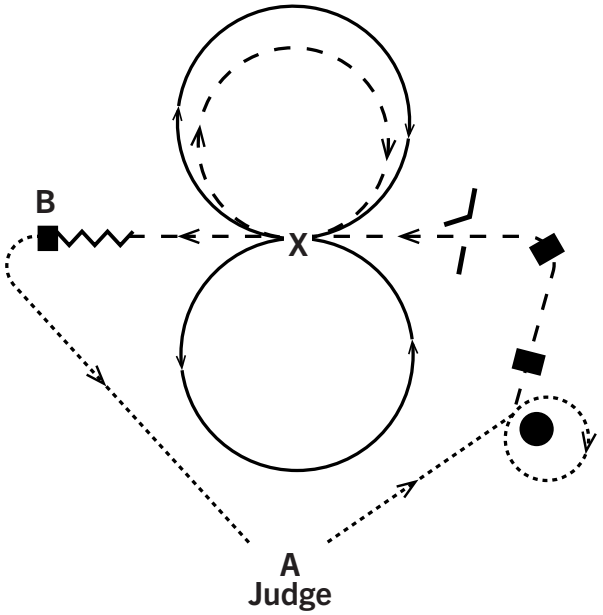
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

STATION HORSE - 2025 SHP3

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to drum, pick up coat, walk a circle around drum and replace coat on drum.	10	
3	Dismount and lead horse at trot to gate and remount.	10	
4	Open, pass through and close gate keeping hand on gate at all times.	10	
5	Trot to X and trot circle right.	10	
6	Canter circle left.	10	
7	At X flying change.	10	
8	Canter circle right.	10	
9	Trot to B, stop, settle and rein back 3 metres.	10	
10	Walk to Judge on a loose rein cracking whip.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

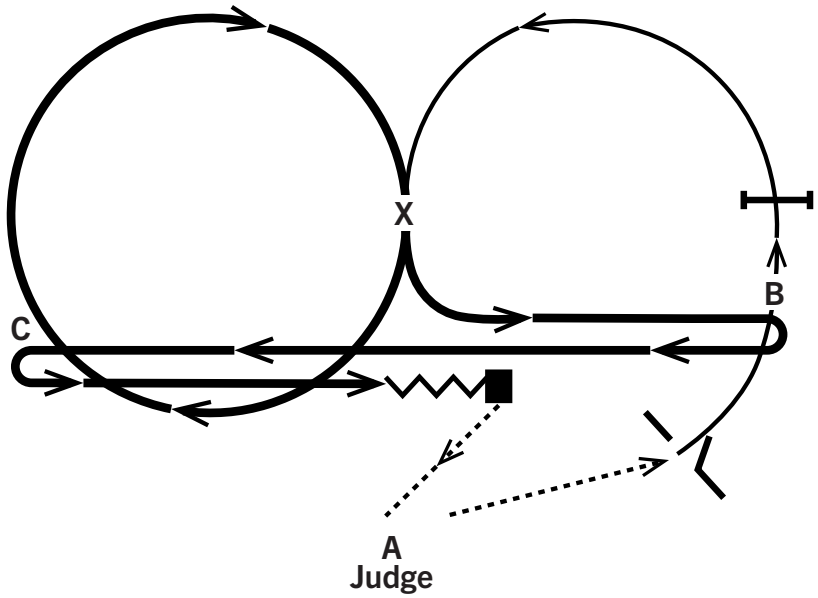
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

STATION HORSE - 2025 SHP4

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to gate, cracking whip.	10	
3	Open, pass through and close gate keeping hand on gate at all times.	10	
4	Canter left lead to and over obstacle and continue to X.	10	
5	Flying change.	10	
6	Hand gallop circle right.	10	
7	Flying change at X and hand gallop to B.	10	
8	Haunch turn right and hand gallop to C	10	
9	Haunch turn left and hand gallop past centre.	10	
10	Stop, settle, rein back 3 metres and walk to Judge on a loose rein.	10	
	Total	100	

Judge: _____ **Date:** _____

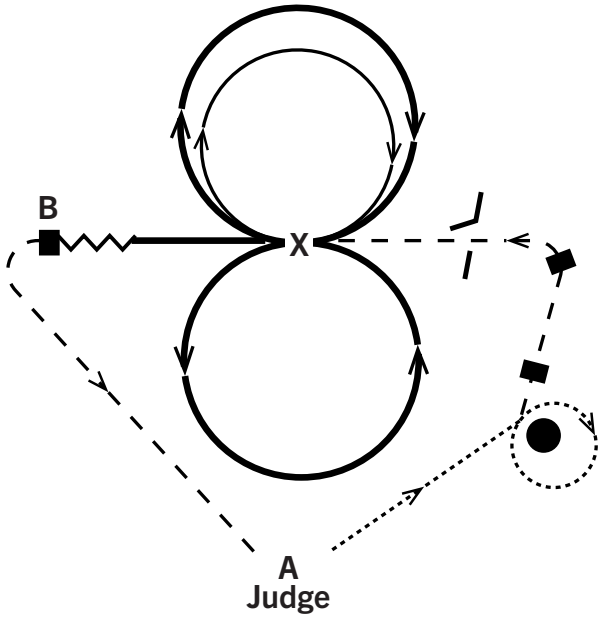
Scoring Scale:

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

STATION HORSE - 2025 SHP5

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to drum, pick up coat, walk a circle around drum and replace coat on drum.	10	
3	Dismount and lead horse at trot to gate and remount.	10	
4	Open, pass through and close gate keeping hand on gate at all times.	10	
5	Trot to X and canter circle right.	10	
6	Simple change at X and hand gallop circle left.	10	
7	At X flying change.	10	
8	Hand gallop circle right.	10	
9	Hand gallop to B, stop, settle and rein back 3 metres.	10	
10	Trot to Judge on a loose rein cracking whip.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

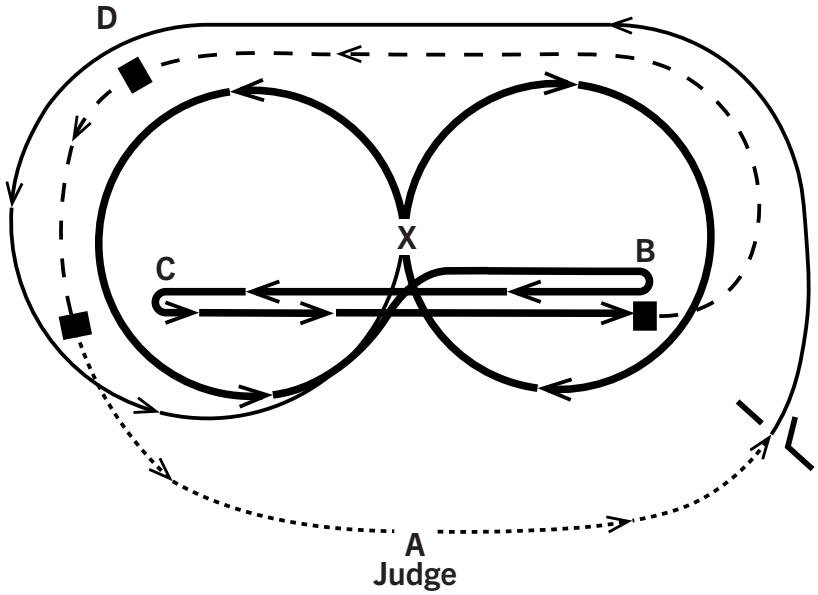
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

STATION HORSE - 2025 SHP6

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to gate cracking whip.	10	
3	Open, pass through gate and close gate keeping hand on gate at all times.	10	
4	Canter left lead loop around work area to X and simple change.	10	
5	Gallop circle right to X, flying change and gallop circle left to X, flying change and bend right to B.	10	
6	Haunch turn right and gallop on to C.	10	
7	Haunch turn left and gallop to B.	10	
8	Stop, settle and trot around work area to D.	10	
9	Stop, dismount, lead horse at trot towards C and remount.	10	
10	Walk to Judge on a loose rein cracking whip.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

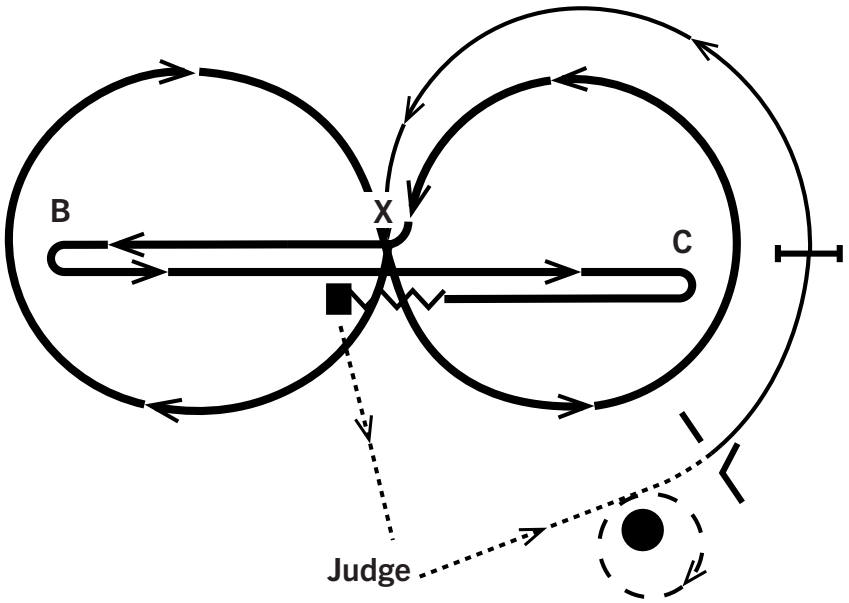
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

STATION HORSE - 2025 SHP7

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to drum, pick up coat and trot circle around drum, then replace coat on drum.	10	
3	Walk to gate, open, pass through and close gate keeping hand on gate at all times.	10	
4	Canter left lead to and over obstacle and continue at canter cracking whip to X.	10	
5	Simple change and hand gallop circle right to X.	10	
6	Flying change and hand gallop circle left to X.	10	
7	Flying change, continue to B and haunch turn left.	10	
8	Gallop to C and haunch turn right.	10	
9	Gallop past centre, stop, settle and rein back 3 metres.	10	
10	Walk to Judge on a 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

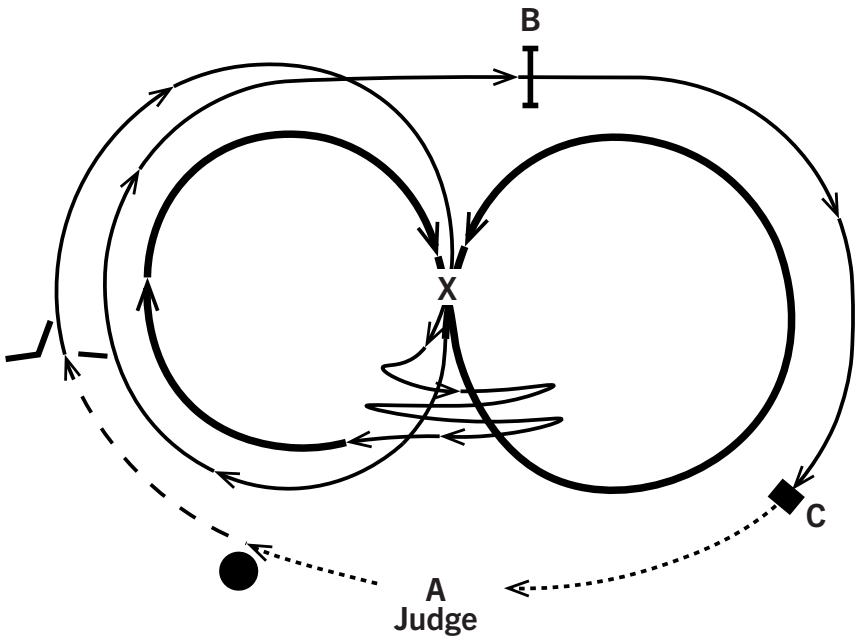
Australian Stock Horse SOCIETY

STATION HORSE - 2025 SHP8

(Recommended for Novice, Juvenile & Open Class)

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression.	10	
2	Walk to drum and pick up coat, trot to gate and place coat on fence/gate.	10	
3	Open, pass through and close gate keeping hand on gate at all times.	10	
4	Canter half circle right past X.	10	
5	Work an imaginary beast for 4 turns.	10	
6	Hand gallop right lead to X and flying change.	10	
7	Hand gallop left lead to X and flying change.	10	
8	Canter right lead around area to obstacle at B. Pass over obstacle and continue at canter to C.	10	
9	Stop and settle.	10	
10	Walk to Judge on a loose rein cracking whip.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

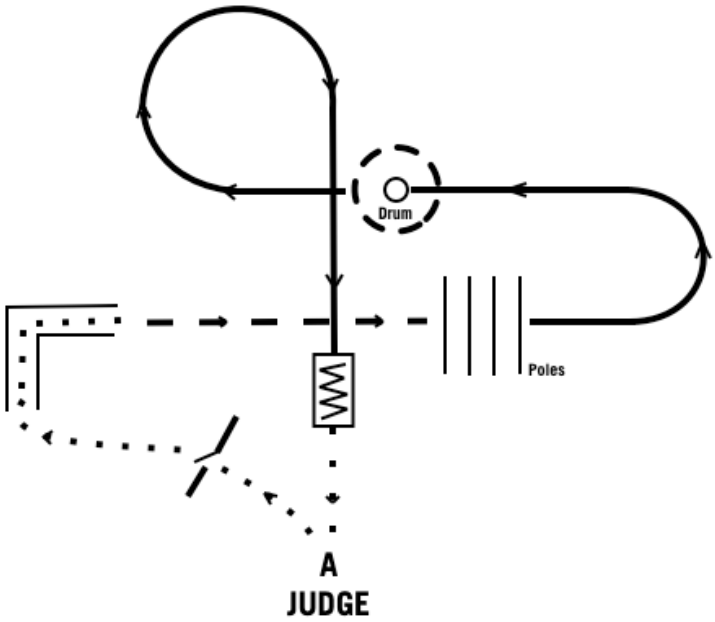
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

UTILITY – UP1

Australian Stock Horse SOCIETY

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

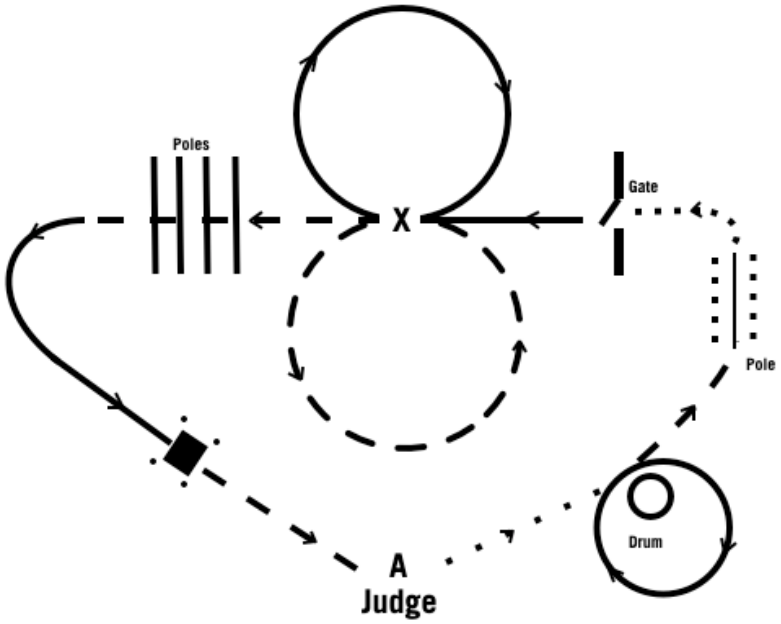
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

UTILITY – UP2

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk to drum, pick up coat	10	
3	Canter small circle around drum, then replace coat on drum	10	
4	Trot to pole on ground and right hand side pass over pole	10	
5	Walk to gate and pass through gate keeping hand on gate at all times	10	
6	From gate canter right lead and canter circle to the right	10	
7	On returning to X, trot a circle to the left	10	
8	From X trot to and over poles on ground	10	
9	After poles canter left lead onto square and stop. Settle and dismount	10	
10	From square lead horse at trot back to Judge	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

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

ASHLA

The ASHLA event is open to any current Financial ASHLA Member at time of competition (in an ASHLA event at Royal, National or State Shows, riders must be current Financial ASHLA Members at the time of the closing date of entries to be eligible to compete).

The ASHLA event is scored out of 100 total points. Points are allocated as follows:

25 points for the Riding Ability – ability of rider to control and work her mount at all paces.

25 points for Horse's Ability, Manners and Paces – pleasant, educated mount showing ability and manners to work at all paces in hacking and working.

25 points for Dress, Equipment and General Presentation – to be clean, neat and tidy.

25 points for Horse's Type and Conformation – demonstrate the all round ladies horse.

Important: Visit the Event Rules & Regulations for full requirements for the ASHLA class.

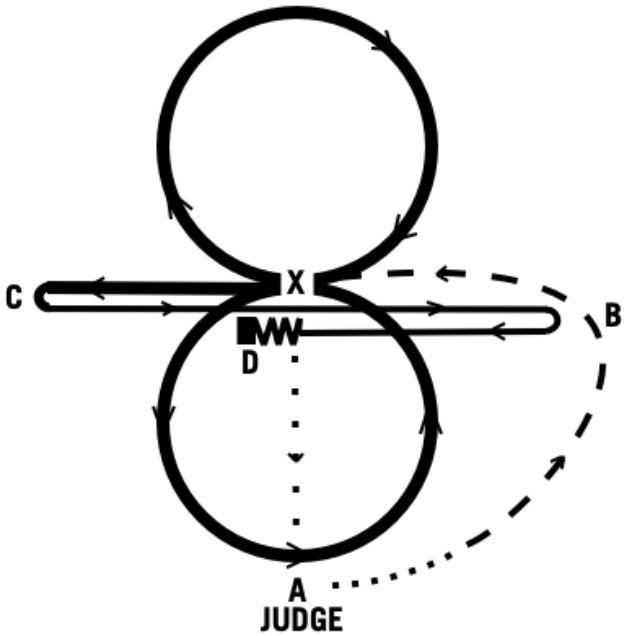
ASHLA – AP1

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____

Novice ASHLA Rider?	
Junior ASHLA Rider? (13 & under 18 years)	



1	Walk a short way, trot towards B and around to X
2	Hand gallop a circle right, at X flying change
3	Hand gallop a circle left, from X continue at hand gallop onto C
4	At C haunch turn left and canter to B
5	At B haunch turn right and canter to D.
6	At D stop, settle and rein back. Walk back to judge on a loose rein.

A. Rider's Ability	**B. Horse's Ability, Manners & Paces**
/ 25	**/ 25**

Judge: _____ **Date:** _____

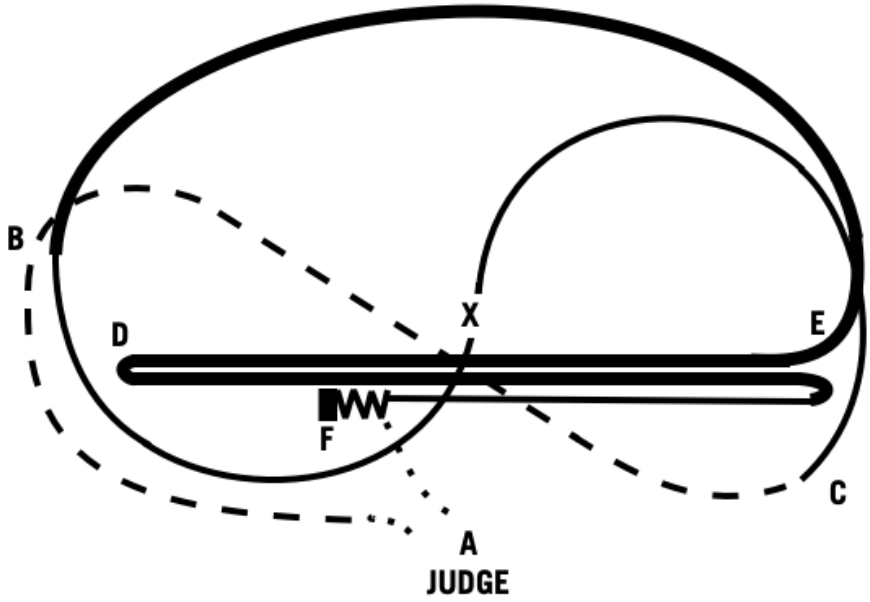
ASHLA – AP2

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____

Novice ASHLA Rider?	
Junior ASHLA Rider? (13 & under 18 years)	



1	Walk out, then rising trot from A towards B. Track right sitting trot across the diagonal to C.
2	Track left at C, canter a half circle to X. At X flying change.
3	Canter half circle right to B. At B gallop around back of arena and across to D
4	At D haunch turn left and gallop to E
5	At E haunch turn right and canter to F.
6	At F stop, settle and rein back 3 metres. Walk back to Judge on a light rein.

A. Rider's Ability	**B. Horse's Ability, Manners & Paces**
/ 25	**/ 25**

Judge: _____ **Date:** _____

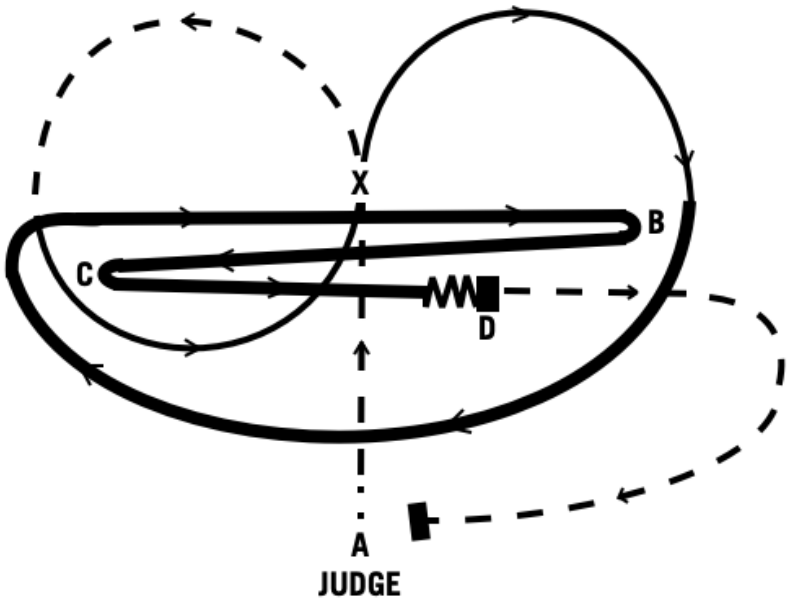
ASHLA – AP3

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____

Novice ASHLA Rider?	
Junior ASHLA Rider? (13 & under 18 years)	



1	Walk out, then trot from A towards X. Trot half a circle left. Canter left lead half loop to X
2	At X flying change. Canter half circle right. Gallop big half loop past judge and bend right
3	Gallop across to B and haunch turn right.
4	Gallop across to C and haunch turn left
5	Gallop to D, stop, settle and rein back 3 metres
6	Proceed at trot, tracking right in half loop back to A and stop.

A. Rider's Ability	**B. Horse's Ability, Manners & Paces**
/ 25	**/ 25**

Judge: _____ **Date:** _____

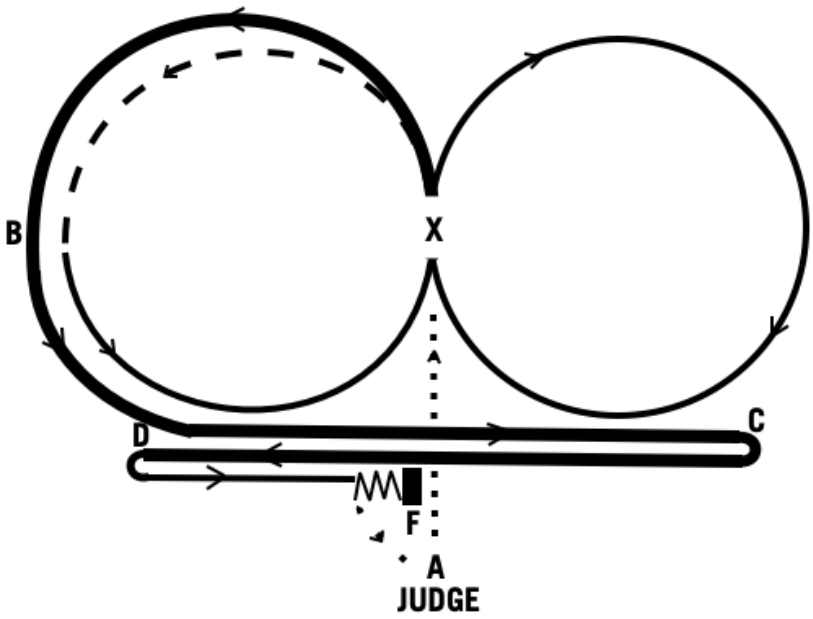
ASHLA – AP4

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____

Novice ASHLA Rider?	
Junior ASHLA Rider? (13 & under 18 years)	



1	Walk out to X. Trot a half circle to B, then canter half circle to X.
2	At X simple change, then canter circle right. At X, flying change.
3	Hand gallop left to C. At C haunch turn right. Hand gallop to D
4	At D haunch turn left then canter to E.
5	At E stop, settle and rein back 3 metres. Walk back to Judge on a loose rein

A. Rider's Ability	**B. Horse's Ability, Manners & Paces**
/ 25	**/ 25**

Judge: _____ **Date:** _____

TIME TRIAL

Time Trials are a test of the horse's ability and tractability. They were originally designed as a competition in times of cattle shortage. Today, they are accepted as a test of a horse in another discipline, as part of a Challenge event, or as an event in its own right.

The objects that are encountered in Time Trials should reflect only those types of obstacles that may be encountered in the bush or on a working station.

The Time Trial is designed with walk and trot sections and there are penalties for each broken stride.

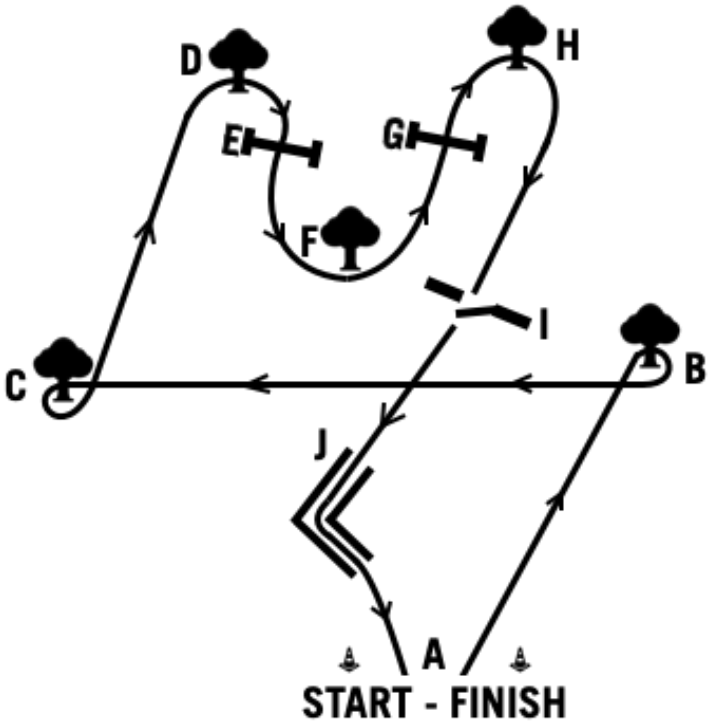
These sections ensure that the horse has a cool frame of mind.

TIME TRIAL – TTP1

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



Course
1. Start between pegs at A proceed to peg B and right turn around peg B 2. Proceed to peg C and left turn around peg C 3. Proceed to peg D keeping it on the riders' right hand side 4. Turn and proceed over jump E, keep peg F on the riders left hand side. Turn and proceed over jump G 5. Proceed to peg H keeping it on the riders' right hand side then continue to gate at I. 6. Pass through gate, opening and closing 7. Continue to and through L shape at J and through the finish between pegs at A. **Note:** • In competitions restricted to riders under 13 years, riders must open the gate but do not have to close it. • Trees or pegs driven into the ground should be used in preference to drums

Penalties	
One (1) Second	• For each hoof that goes outside of the L shape
Three (3) Seconds	• Any peg or obstacle knocked down or dislodged • Any obstacle the Judge deems to be sufficiently moved
Elimination	• 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.		

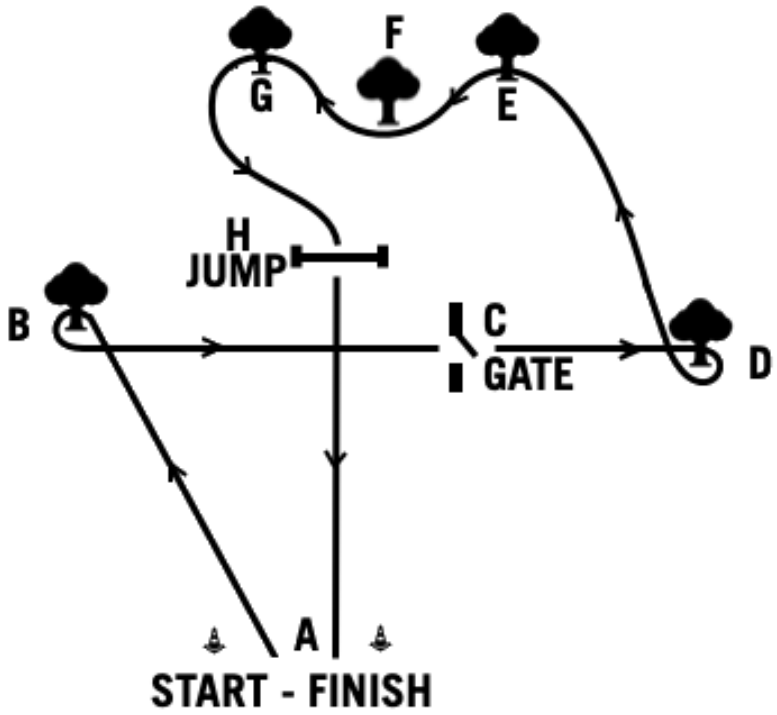
Judge: _____ **Date:** _____

TIME TRIAL – TTP2

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



Course
1. Proceed between the start / finish pegs at A and continue to Peg B 2. Turn left around Peg B, continue to gate (C). Pass through gate, opening and closing 3. Continue from gate (C) and turn right around Peg D. 4. Proceed to Peg E keeping first peg on left and serpentine through Peg F and Peg G. 5. Proceed over jump (H) and continue through start / finish pegs at A **Note:** • In competitions restricted to riders under 13 years, riders must open the gate but do not have to close it. • Trees or pegs driven into the ground should be used in preference to drums

Penalties	
Three (3) Seconds	• Any peg or obstacle knocked down or dislodged • Any obstacle the Judge deems to be sufficiently moved
Elimination	• 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.		

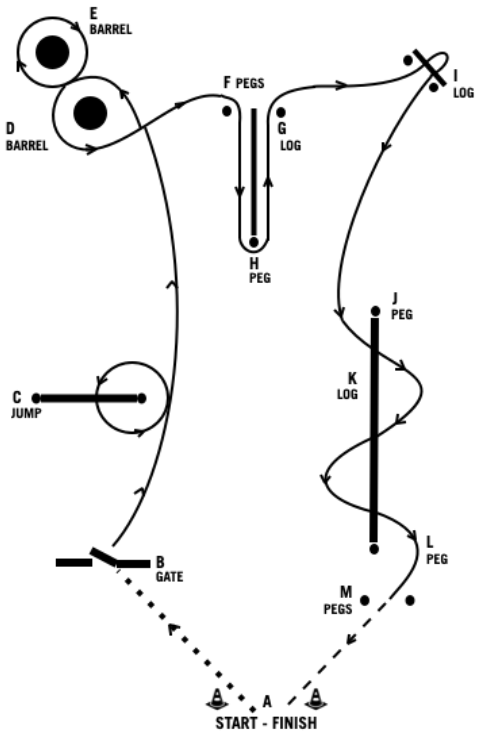
Judge: _____ **Date:** _____

TIME TRIAL – TTP3

Australian Stock Horse SOCIETY

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 pegs at F
4. Leave the first 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 the second peg at F on horses' off-side and turn right.
5. Proceed to I, between the pegs and over the log then turn 180° right and over the log between the pegs.
6. Continue to J, proceed over log (K) three times in a serpentine motion between Pegs J and L, starting with peg J on horses near side.
7. Trot prior to pegs at M, continue at a trot through the finish pegs at A.

- Maximum height of the Jump (C) is 60cm
- Distance from the edges of Barrel D and E is 2m
- (F) pegs are 1m from the outside of log (G)
- The log (G) is 5m long & 20cm in diameter
- (I) pegs are 2m apart, the log is 2m with a diameter of 30cm.
- The log (K) is 8-10m, with a diameter of 30cm
- There is a 1m distance between the pegs at M.

- Trees or pegs driven into the ground should be used in preference to drums
- The lengths and diameters of logs 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	• Each stride that is broken in the Walk & Trot sections • For each hoof which cross the log at G.
Three (3) Seconds	• Any peg or obstacle knocked down or dislodged • Any obstacle the Judge deems to be sufficiently moved
Elimination	• The horses four feet do not touch the ground on the other side of the logs at I and K 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.		

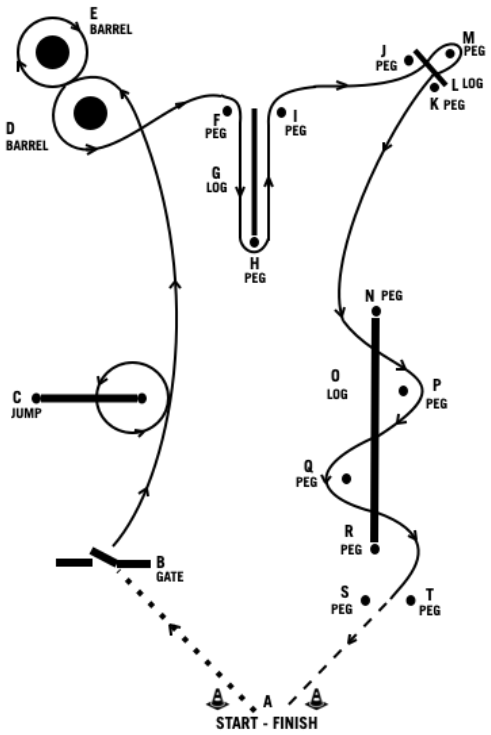
Judge: _____ **Date:** _____

TIME TRIAL – TTP4

Australian Stock Horse SOCIETY

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	• Each stride that is broken in the Walk & Trot sections • For each hoof which cross the log at G.
Three (3) Seconds	• Any peg or obstacle knocked down or dislodged • Any obstacle the Judge deems to be sufficiently moved
Elimination	• 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.		

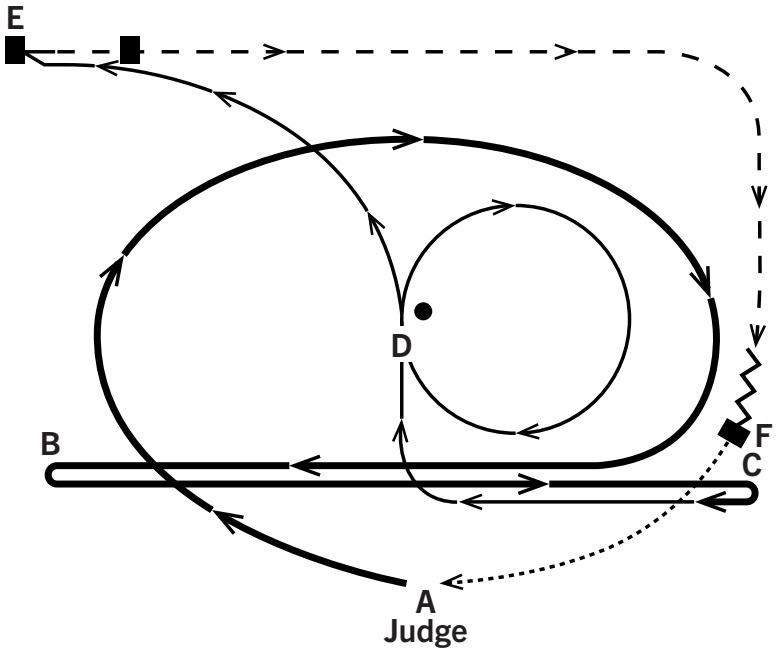
Judge: _____ **Date:** _____

Australian Stock Horse SOCIETY

POLOCROSSE - 2025 P1

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Gallop full circle to B.	10	
2	Haunch turn and gallop to C.	10	
3	Haunch turn and canter to D, pick up the ball.	10	
4	Canter circle right, carrying the ball.	10	
5	Flying change, canter to E.	10	
6	Stop, roll back, stop.	10	
7	Lob the ball back to D.	10	
8	Trot to F, stop, settle and rein back 3 metres.	10	
9	Walk to Judge on a loose rein.	10	
10	Type, Presentation and Overall Impression.	10	
	Total	**100**	

Judge: _____ **Date:** _____

Scoring Scale:

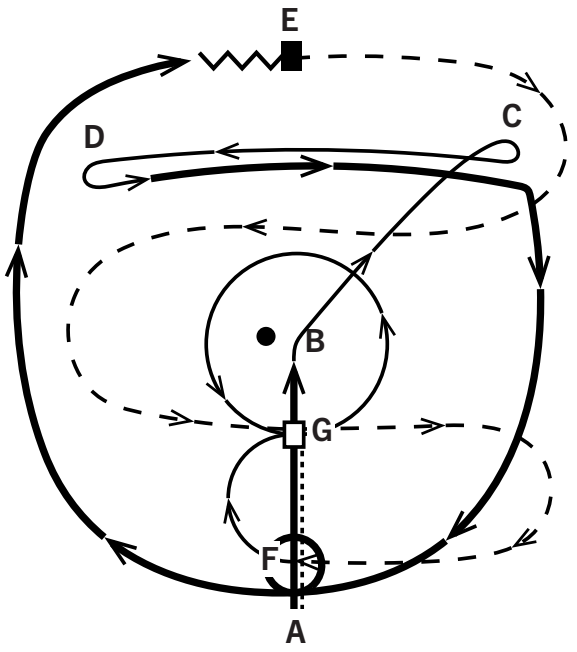
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

Australian Stock Horse SOCIETY

POLOCROSSE - 2025 P2

Event _____ **Class** _____

Horse _____ **Rider** _____



Judge

		Possible Points	Judge's Marks
1	Lob the ball from the Judge to B.	10	
2	Hand gallop to B and collect the ball.	10	
3	Canter to C, haunch turn.	10	
4	Canter to D, haunch turn.	10	
5	Gallop around the outside of the area to F, gallop fast circle around the cone, continue to E.	10	
6	Stop, back up 4 paces.	10	
7	Trot a serpentine to F.	10	
8	Canter a half circle right to G, flying change, canter circle left.	10	
9	Halt, settle and walk to the Judge on a loose rein, bouncing the ball at least once.	10	
10	Type, Presentation and Overall Impression.	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale:

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