

PATTERN BOOK

Revised June 2022

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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- The Key
- Pattern Point Scoring System
- The Standard of Excellence

Led

Hack

Working

Station Hack

Station Horse

Utility Pattern

Time Trial

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	

Scoring Scale

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

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.

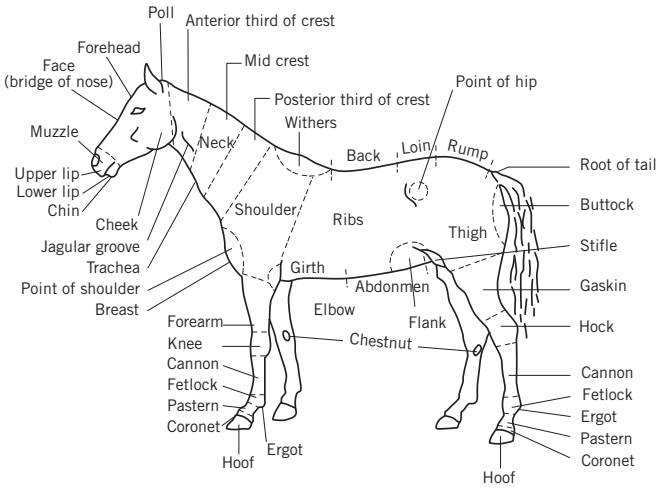
The **HOOVES** hard and in proportion to the size of the horse with a wide heel and feet straight.

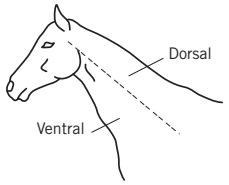
Preferred heights between 14 and 16 hands.

IMPORTANT POINTS TO NOTE

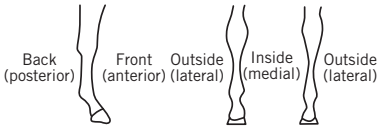
- Please refer to the ASHS Events Handbook for all Rules and Regulations.
- Patterns may be adapted at the discretion of the Judge according to local conditions.
- Patterns may be Judged in their entirety for a single total score **OR** each transition and movement can be scored separately for a total 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.

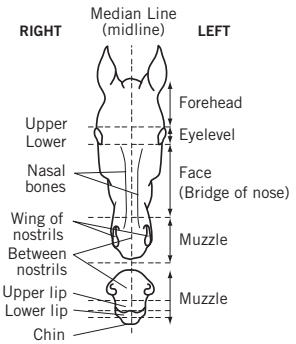
POINTS OF THE HORSE





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





CONDITIONS OF ENTRY FOR HORSES

To be eligible to compete in events restricted to Registered Australian Stock Horses or eligible to obtain prizes for Registered Australian Stock Horses, the horse must be considered Competition Eligible with the Society as follows:

- The horse must be a Registered Australian Stock Horse.
- The owner/lessee must be a Financial Member of the Society.

The horse is NOT considered Competition Eligible in the following circumstances:

- The horse is a Foal Recorded Australian Stock Horse.
- The horse has been accepted for registration as Breeding Purposes Only.
- The horse's registration has been SUSPENDED, as the owner or lessee of the horse is an unfinancial or non-member of the Society.
- The owner or lessee of the horse is a Participant, Subscriber, Temporary or Cancelled Member of the Society.

All events conducted by a National Committee or a Management Council are reserved for Competition Eligible Registered Australian Stock Horses.

Unless stipulated otherwise, events conducted by Branches are reserved for Registered Australian Stock Horses. Branches may seek approval for events 'not ASH restricted' as follows:

- Providing the activity is approved in advance by the Society, Branches may conduct activities or events (not breed shows), which allow horses not registered with The Australian Stock Horse Society to compete. Such events must be clearly indicated on the programme as 'not ASH restricted' and prizes must be available for the highest scoring ASH in the event.
- The rider and/or handler in such events must be a Financial, Competition Eligible Member of the Society.
- Registered Australian Stock Horses must be entered under their registered name, not their stable name.
- Registered Australian Stock Horses must be entered under the name of the membership listed on the Society records as having ownership, being the registered owner or lessee.
- Proof of registration and current membership card must be produced when requested.

CONDITIONS OF ENTRY FOR RIDERS AND HANDLERS

To be eligible to compete in events and activities conducted by the Society or Licensed Affiliates (Branches and Management Councils), the rider and/or handler of the horse must be considered Competition Eligible with the Society as follows:

- The individual must be a Financial Member of the Society.
- In relation to memberships involving more than one individual (ie, a partnership, a family group, a company or a corporation), only the Nominee of the membership is eligible to compete or take part in Society events and activities. Further individuals under the membership who wish to participate in ASH events or activities will need to take out a Participant or Temporary Membership.
- Proof of current, Competition Eligible membership card or temporary membership must be produced when requested.
- Competitors under 18 years of age must wear an equestrian helmet approved by the current Australian Standards Association, which must be securely fastened under the chin when mounted anywhere within the perimeter of the grounds, including all public areas, as well as in led and handler events. Youth Judging Competitions are optional or at the discretion of the organising committee.

The individual is NOT considered to be Competition Eligible in the following circumstances:

- The membership has been cancelled or suspended.
- The type of membership does not indicate the right to compete, ie, Subscriber Membership.
- At events and activities conducted by Branches, riders and/or handlers who are unfinancial or non-members of the Society may apply for a Temporary Membership.
- Temporary Membership entitles an individual (regardless of age) to participate in a single Branch show, activity or programme.
- Temporary Membership is not available at events or activities conducted by a National Committee or a Management Council.

Riders and/or handlers participating in Registered Australian Stock Horse events conducted by other Associations are subject to the Society's rules, the rules of the Association in which the Committee is affiliated and the rules of the Organising Committee. In certain circumstances, where there are conflicts between the rules of the Society and another Association, the rules of the Association and/or the Organising Committee will take precedence, as below:

- The Organising Committee may stipulate that the rider and/or handler must be a Financial, Competition Eligible Member of The Australian Stock Horse Society Limited.
- The Organising Committee may stipulate that the rider and/or handler must be a member of the Association in which the Committee is affiliated.
- The Organising Committee may stipulate that the rider and/or handler must wear an equestrian helmet approved by the current Australian Standards Association.

RESPONSIBILITIES OF THE RIDER/ HANDLER

- The rider/handler is the person responsible for the control of the horse.
- The rider/handler agrees to abide by the Rules and Regulations as well as the Code of Conduct of the Society, and acknowledges that the Society assumes no liability or responsibility for accidents incurred to horses, riders or handlers during the running of the event.
- All mounted personnel participating in events and activities conducted by the Society or events conducted by other organisations which are restricted to Registered Australian Stock Horses, must remain seated in the centre of the saddle at all times, facing in the same direction as the horse, with rider's the left leg on the near side of the horse and the rider's right leg on the off side of the horse unless competing in a disability class or recognised side saddle event.
- At no time should a horse carry more than one rider or individual whilst at any fixture conducted by the Society or a Licensed Affiliate (Branch or Management Council).
- When adjusting gear, the rider should dismount to make the necessary adjustments.
- When riding a stallion, the rider must be over 18 years and always maintain control of the horse and have contact with the horse's mouth.

COMPLAINTS AND PROTESTS

- Any competitor or exhibitor may lodge a complaint in writing to the secretary of the show committee within 30 minutes of the completion of an event.
- The complaint must be accompanied by a fee, set by the organising committee, and is refundable if the protest is upheld.
- The complaint shall be heard by the committee conducting the show and may be dealt with as such committee may direct.
- The show committee conducting the event will deal with problems involving questions arising at a show not specifically covered by the rules and regulations of the Society.

Complaints concerning Australian Stock Horse Accredited Judges.

A protest concerning an ASHS Judge may be made to the National Judges Panel (NJP) of the Society by an exhibitor, an agent, a rider, a handler, a trainer or a parent of a junior exhibitor (defined as a person who has not reached his 18th birthday) for any breach of the Judging Agreement. It must be:

- In writing
- Signed by the protestor
- Addressed to the Chairperson of the NJP.
- Received by the Society with seven (7) days of the alleged breach.

A protest must state the full name of the Judge, the subject of the protest or charge and contain a complete and definitive statement of the acts which constitute the alleged breach – precise details are necessary. The maker must be prepared to substantiate the protest or charge by personal testimony at a hearing or by sworn statements, witness or other evidence.

Non-Protestable Decisions

- A defect in conformation or action of a horse, when determined by an official veterinarian of the show/event is not protestable.
- A Judge's opinion where a horse appears to have a defect in conformation or action is not protestable.
- The Judge's decision representing his individual preference is not protestable unless it is alleged to be in breach of the Society's Rules and Regulations (refer to Events Handbook).
- The Judge's decision made under the relevant Show Rules is not protestable.
- A protest with respect to the height of a horse may only be made to the Show Committee. The decision of the Show Committee shall not be reversible by the Society.

Breaches

A breach is any act prejudicial to the best interest of the Judging Panel, including but not limited to the following:

- Breaches to the Society's Regulations, Codes of Conduct and conditions of the Judging Agreement.
- Breach of the Society's Rules and Regulations (refer to Events Handbook).
- Acting or inciting or permitting any other person to act in a manner contrary to the regulations and conditions of the Judging Agreement.
- Failure of the Judge to perform his duties at a show in accordance with the regulations and conditions of the Judging Agreement or those conditions agreed with the Show Committee at the time of accepting the invitation to judge.

COMPETITIVE STATUS

Competitive status for all stock horse events

MAIDEN HORSE – A maiden horse ceases to be a maiden when it has won an event except wins in restricted age events (see below). A horse may win a restricted age event ie 3 years and under, without affecting its status.

NOVICE HORSE – A novice horse ceases to be a novice when it has won 3 novice events or an open event. A restricted age event does not affect the competitive status of a horse.

OPEN HORSE – An open horse is a horse which has won three novice events or an open event. NOTE: Any horse which wins an event above its status cannot go back in status.

PLACING OF AWARDS AND RIBBONS

Horses should be lined up in order of placings from the right with ample space between for the Judge to walk. In led classes the Judge may line the horses up head to tail with sufficient space between. Stewards should always ensure that horses standing in the ring are well spaced.

The Australian Stock Horse Society has adopted the following colour codes for ribbons and sashes in events:

Placings

1st – Blue	5th – Green	9th – Orange
2nd – Red	6th – Brown	10th – Pink
3rd – White	7th – Black	
4th – Yellow	8th – Purple	

Championships

Champion – Red, white and blue, Reserve Champion – Green
Supreme Champion – Purple

GENERAL PRESENTATION

Presentation of horse as follows:

- The horse, at the very least, should be clean.
- The horse's chin, ears, legs, mane and tail should be trimmed or be neatly presented.
- In Led, Hack and Dressage classes, bandages and boots are not permitted.
- False tails are permitted.
- Protective leg gear permitted in Working and Cattle events only.

Presentation of tack as follows:

- Tack does not have to be new or extremely expensive. Older tack, well cared for, usually looks and fits better.
- Ensure that the tack is correctly fitted and does not rub or disturb the horse.
- Make sure the tack used is suitable for the event.
- In Led classes, a show whip is permitted and must not exceed one metre in length. In Working classes, a riding whip is not permitted.

Presentation of handler or rider as follows:

- The handler or rider's attire should be neat – understated dress always gives a more professional appearance. The handler or rider who conveys a neat, workmanlike impression will probably score higher in the Judge's initial mental assessment than that of a less tidy or flamboyant combination.
- The handler or rider's attire should be suitable for the type of class in which the combination is competing.
- Jewellery is out of place in the show ring and can be dangerous. If you must wear earrings, the tiniest of plain, discreet studs only are suitable.
- The handler/rider should have neat and tidy hair.
- When competing in Led ASH and ASH Hack classes, the horse and handler/rider may be presented in either the Australian Stock Horse style or the English style, unless stipulated otherwise on the programme. In Working ASH classes, the horse and rider must be presented in the Australian Stock Horse style.

JUDGING PROCEDURE

- Judging begins when the horses are led into the ring. As the horses are being led into the ring the Judge stands back far enough to get an overall view of the horses entering. This allows an immediate assessment of the horses to be judged.
- The horses should be worked around the ring as directed by the Judge. Competitors should avoid bunching in a group, so the Judge can see all the horses competing. A large class should be led on the circle for the Judge to select horses for an individual workout
- When the Judge has called competitors into the ring, they should form an orderly line from the right, leaving sufficient space between each horse so that the Judge can walk freely between the horses. No competitor should talk while waiting in the ring.
- Horses are inspected closely for soundness and overall conformation. The front and back legs should be observed while the horses are in motion.
- Judge should observe the action and behavior of the horse.
- Upon completion of all workouts the Judge will place the horses in order of merit.

Notes for judges

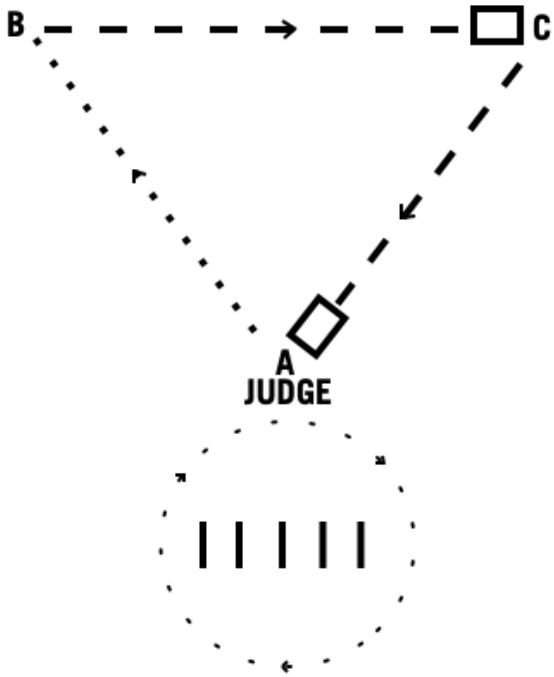
- A Judge must know all the external points of a horse and have a good understanding of the characteristics that define the ASH Standard of Excellence.
- A Judge must know how a horse with excellent conformation should look and develop a mental image of the ideal ASH. The ability to judge will improve if you can compare the horse you see with the ideal image you have fixed in your mind.
- The Judge should be able to recognise any conformation faults of a horse, including straightness of legs, length of bones, angles of joints, desired muscling, length of neck and back and overall balance.
- Allowances should be made for minor blemishes due to previous injuries.
- Horses showing conformation faults in Led ASH classes should score lower in the Judge's mental assessment, ie, splay-footed, knock-kneed, narrow front, base wide, bow-kneed, calf kneed, cow hocked, pastern too straight, straight shoulder, ringbone, and the like.
- The horse's movement should be rhythmical while moving in a straight line. Horses showing movement faults should score lower in the Judge's assessment, ie, brushes legs, paddles, stringhalt, short stride, stiff action, etc.
- The Judge may ask a competitor to leave the ring if their horse has been found to be uneven in movement or becomes unruly at any stage or is dangerous to other competitors. The horse should not buck, bite, kick or refuse to comply.
- The horse should be relaxed and not show signs of nervousness. Young horses may show some signs of tension when taken to initial outings – anxiety, jumpy, pawing, whinnying, etc.

LED – LP1

Australian Stock Horse SOCIETY

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, Manners, Presentation and Overall Impression	

Score	**/ 100**

Judge: _____ **Date:** _____

Scoring Scale

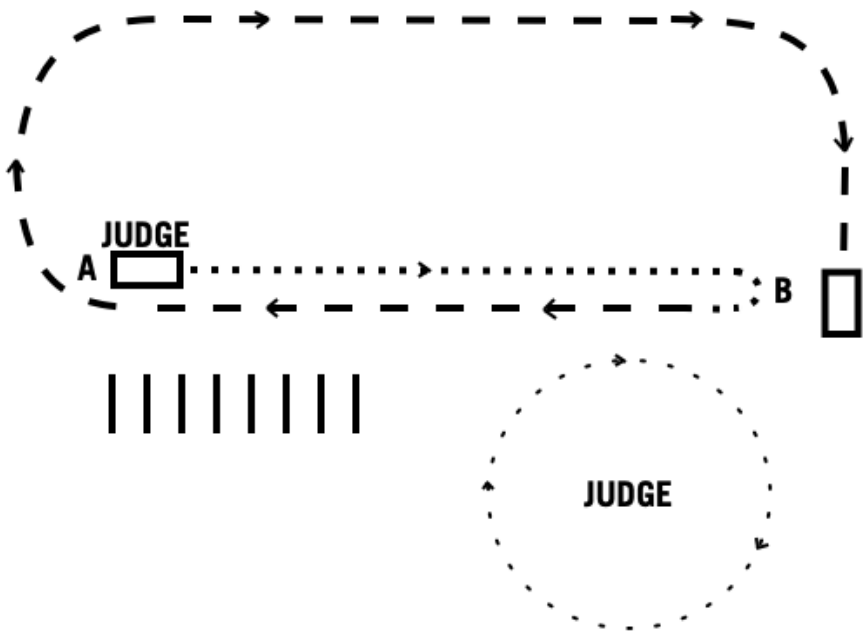
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

LED – LP2

Australian Stock Horse SOCIETY

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, Manners, Presentation and Overall Impression	

Score	**/ 100**

Judge: _____ **Date:** _____

Scoring Scale

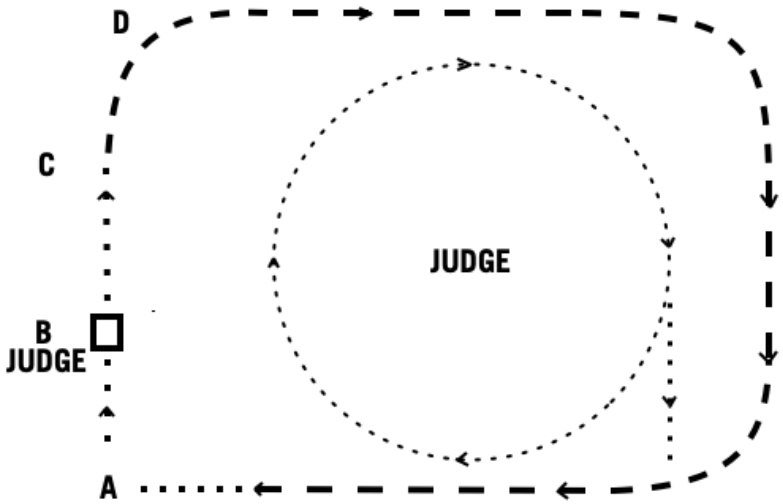
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

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 ling 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, Manners, Presentation and Overall Impression	

Score	**/ 100**

Judge: _____ **Date:** _____

Scoring Scale

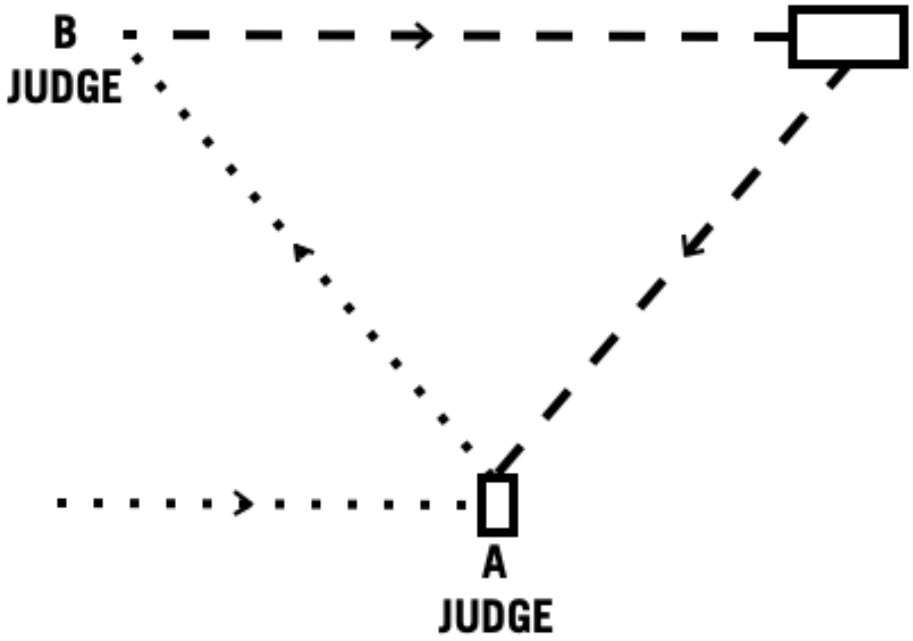
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

LED – LP4

Australian Stock Horse SOCIETY

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**

Judge: _____ **Date:** _____

Scoring Scale

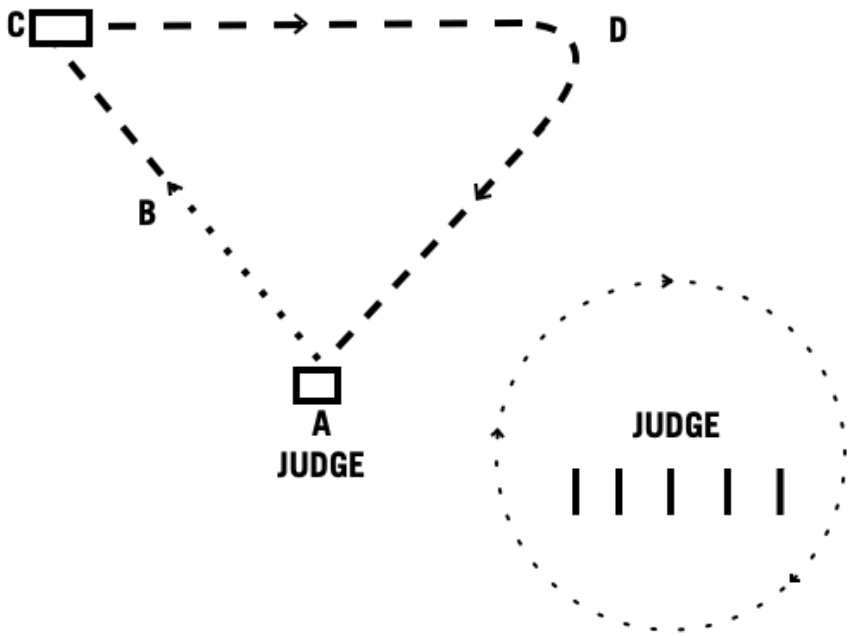
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

LED – LP5

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



1	All horses will walk the ring clockwise of the Judge for an overview. Horses selected for final consideration will be lined 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 B. Trot away from Judge onto C and Halt.
3	Stand in profile to the Judge for a few seconds, then trot in a loop around D and back to Judge. Halt in front of Judge before returning to the line up.
Consideration will be given to Type, Conformation, Manners, Presentation and Overall Impression	

Score	**/ 100**

Judge: _____ **Date:** _____

Scoring Scale

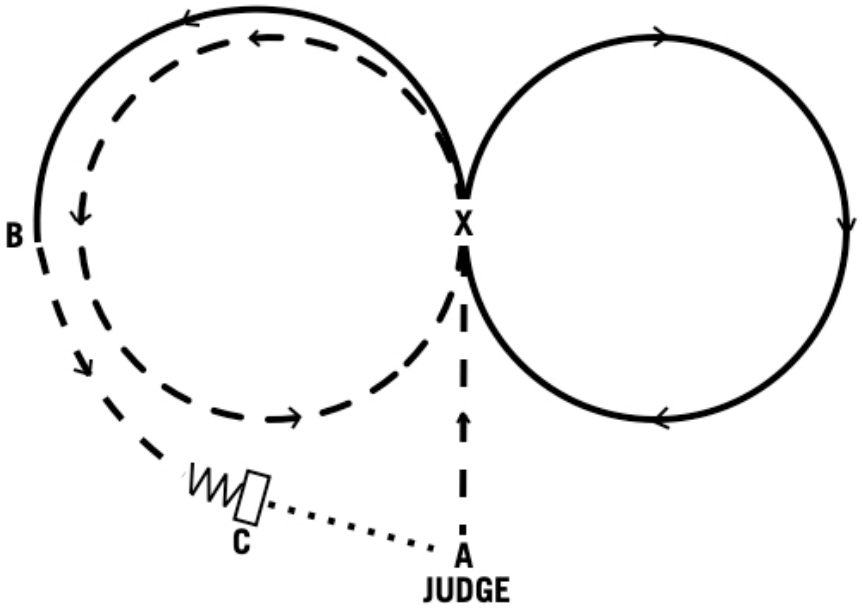
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP1

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



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

Judge: _____ **Date:** _____

Scoring Scale

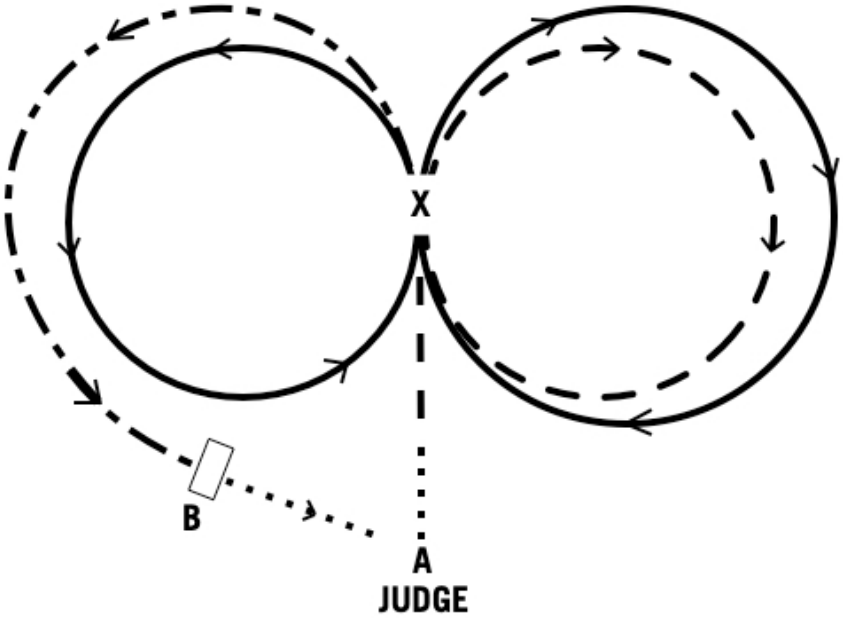
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP2

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk a short distance from A. Trot to X	10	
3	Trot circle right	10	
4	Canter circle left	10	
5	Simple change at X	10	
6	Canter circle right	10	
7	Simple change at X	10	
8	Hand gallop part circle left to B	10	
9	At B Halt facing Judge and settle	10	
10	Walk to Judge on a light rein	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

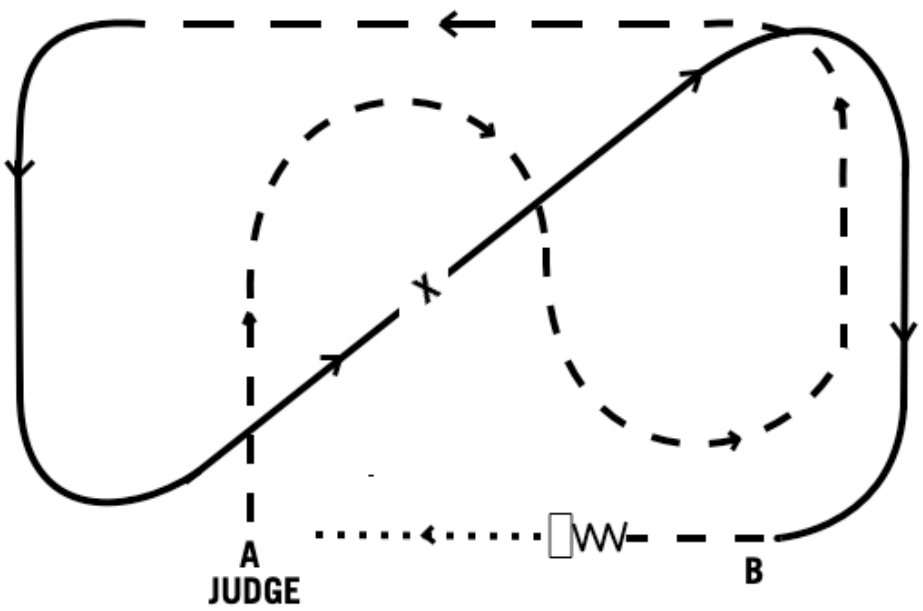
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP3

Australian Stock Horse SOCIETY

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

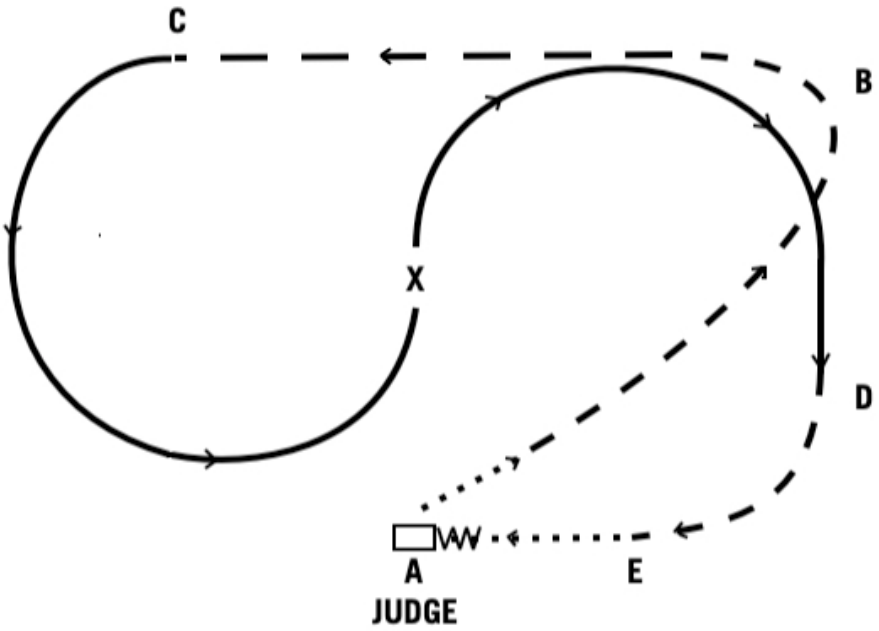
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP4

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation & Overall Impression	10	
2	Walk a short distance	10	
3	Trot to B	10	
4	Lengthen trot along back of area	10	
5	At C canter loop to left	10	
6	Simple change at X	10	
7	Canter loop to right continue to D	10	
8	Trot to E and walk	10	
9	Halt and settle	10	
10	Rein back 3 metres	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

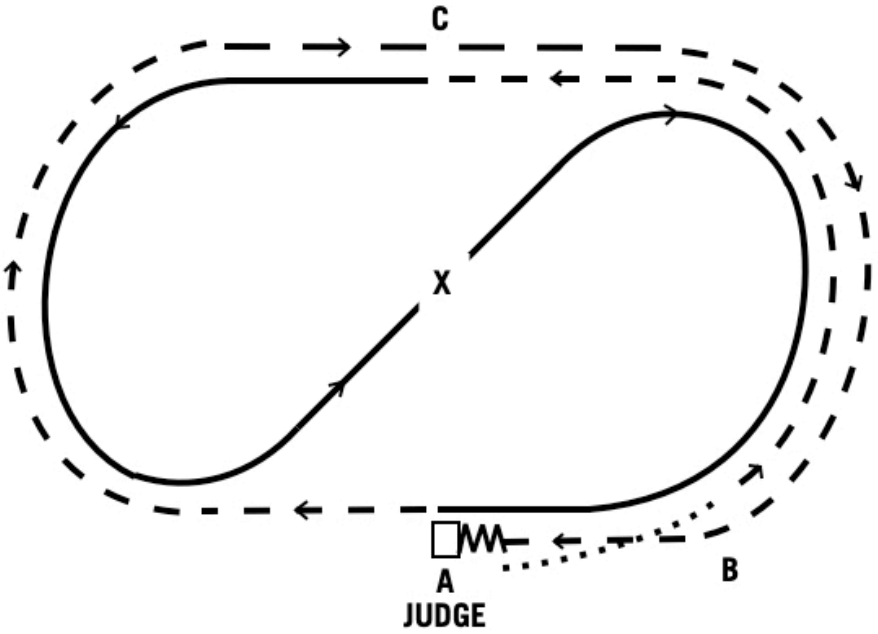
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP5

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation & Overall Impression	10	
2	Walk to B	10	
3	Trot to C	10	
4	Canter left to X	10	
5	Simple change at X	10	
6	Canter right to A	10	
7	Trot to top of area	10	
8	Lengthen trot to corner	10	
9	Trot to A	10	
10	Halt and rein back 3 metres	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

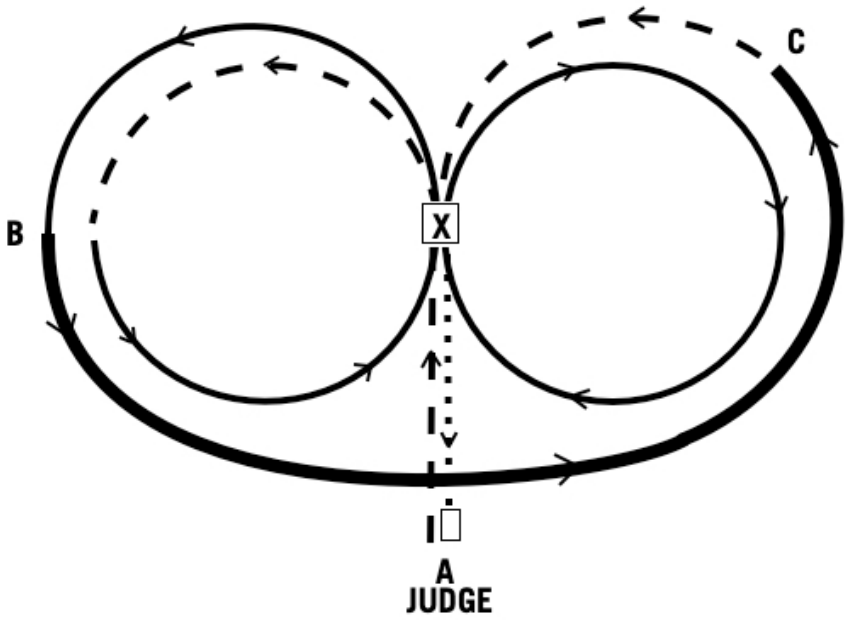
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP6

Australian Stock Horse SOCIETY

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 to B	10	
3	Canter half circle to X	10	
4	Simple change at X	10	
5	Canter to right	10	
6	Simple change at X	10	
7	Canter half circle left	10	
8	At B hand gallop to C	10	
9	At C trot to X and halt	10	
10	Walk to Judge on a light rein	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

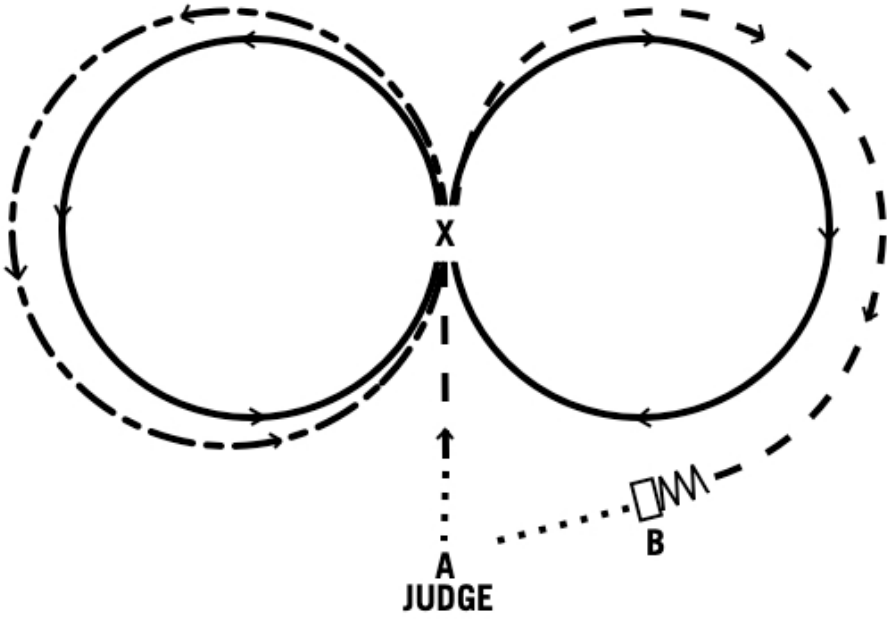
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP7

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 half circle right	10	
9	At B halt, rein back 3 metres	10	
10	Walk to Judge on light rein	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

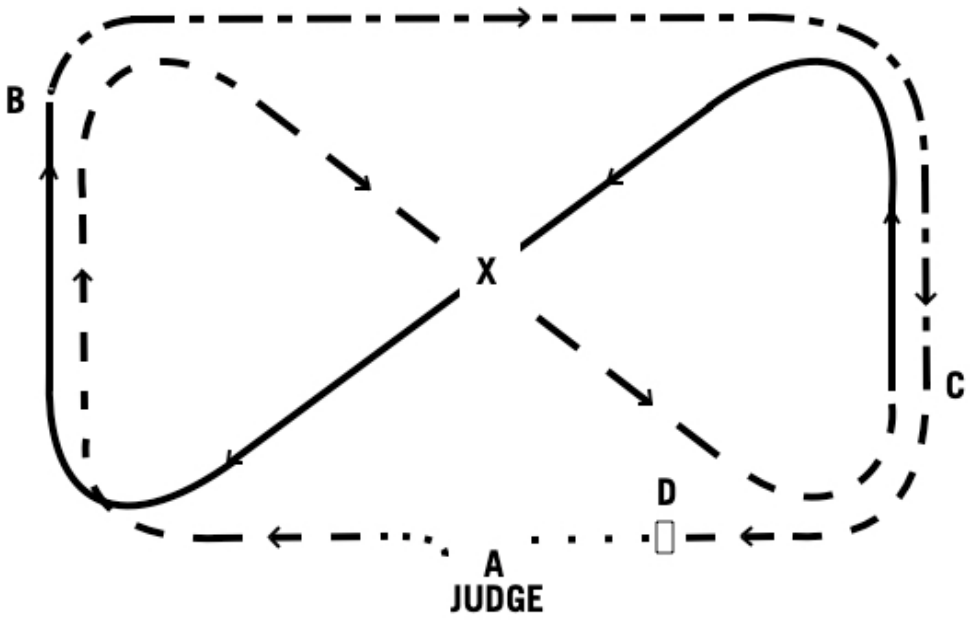
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP8

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		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 to C	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	

Judge: _____ **Date:** _____

Scoring Scale

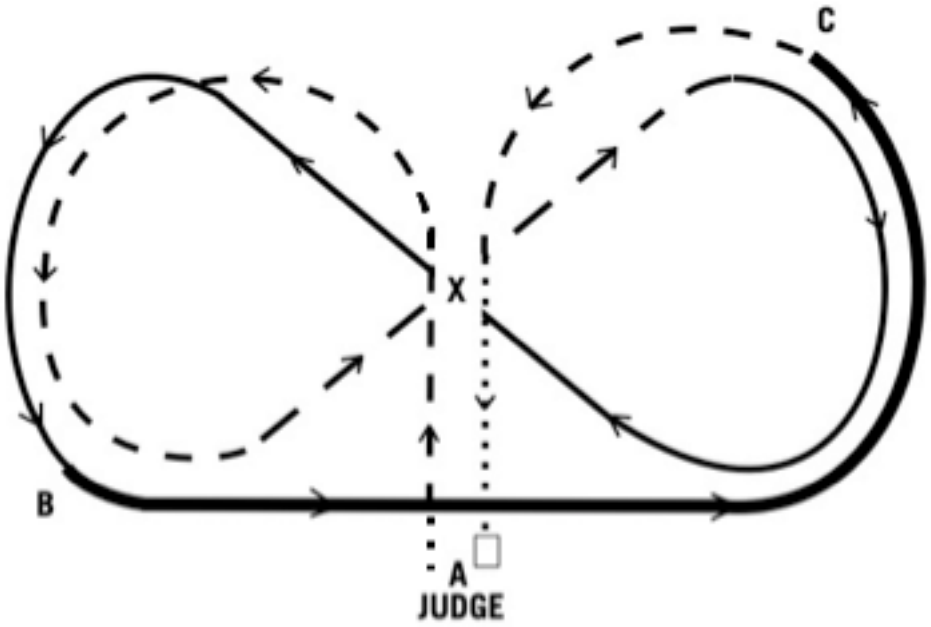
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP9

Australian Stock Horse SOCIETY

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

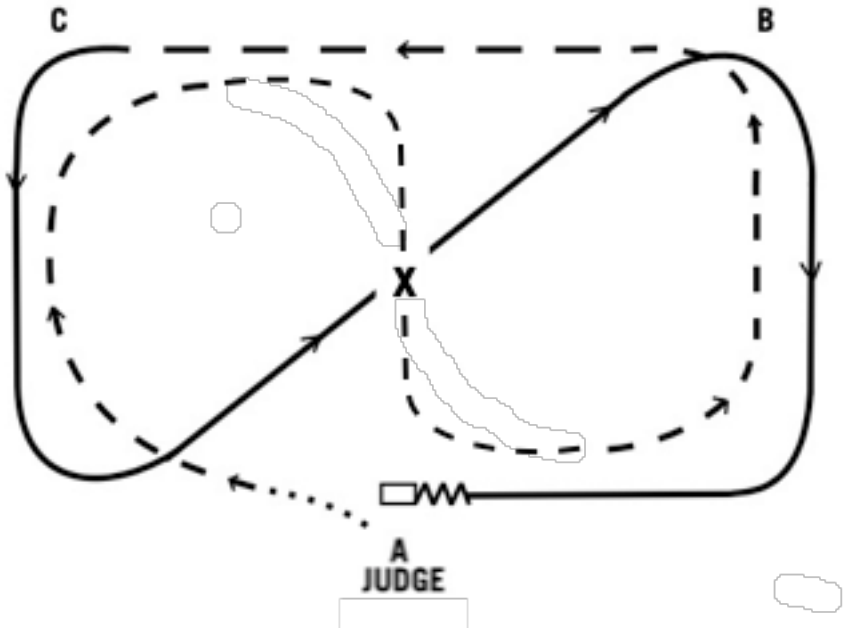
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP10

Australian Stock Horse SOCIETY

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 to right	10	
3	Trot straight down towards Judge	10	
4	Trot half circle to B	10	
5	Lengthen to C	10	
6	Canter left to X	10	
7	Flying change at X	10	
8	Canter half circle right	10	
9	Halt and settle	10	
10	Rein back 3 metres	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

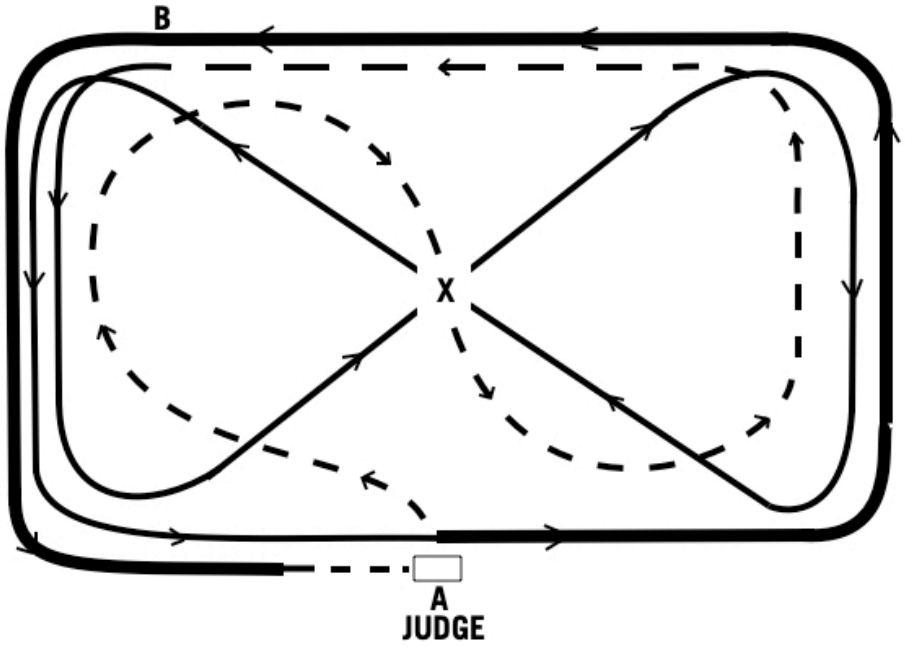
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP11

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		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	

Judge: _____ **Date:** _____

Scoring Scale

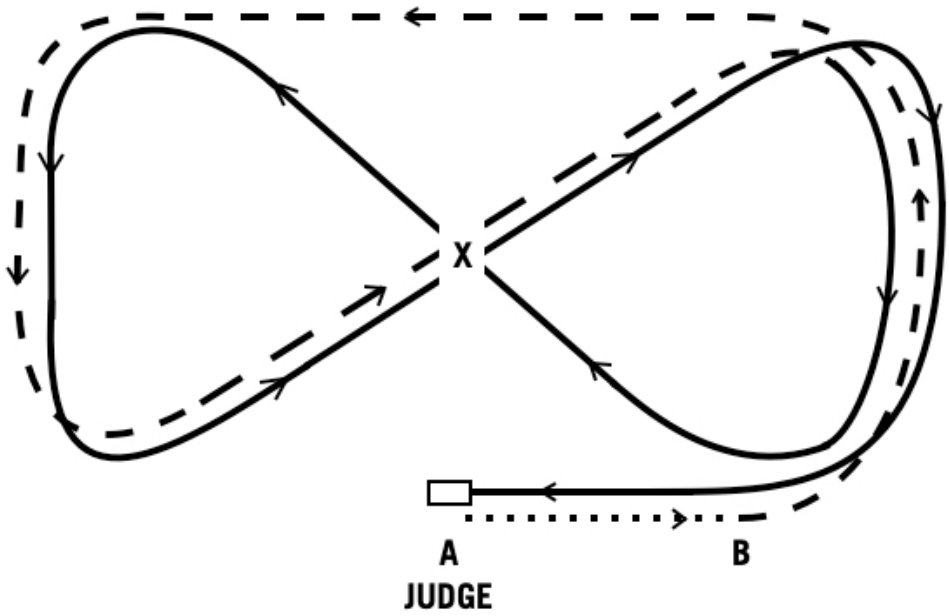
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

HACK – HP12

Australian Stock Horse SOCIETY

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

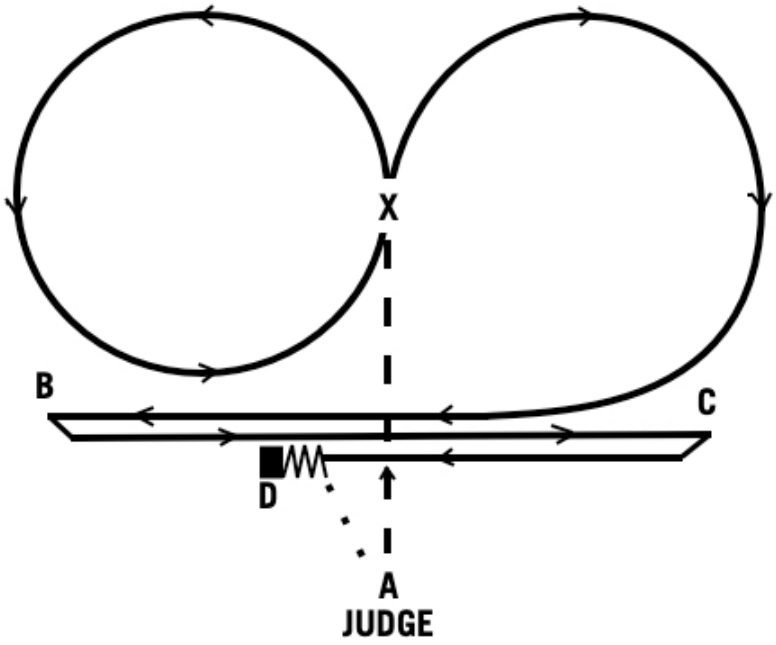
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP1

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



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

Judge: _____ **Date:** _____

Scoring Scale

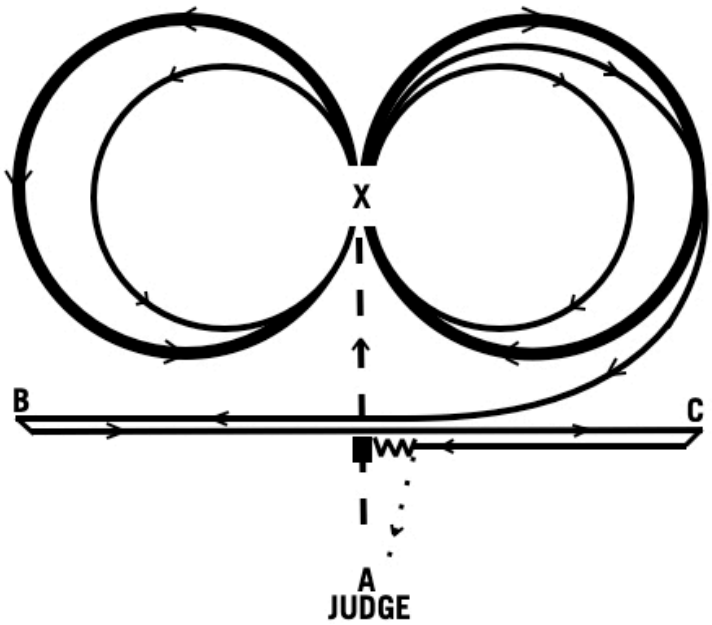
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP2

Australian Stock Horse SOCIETY

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

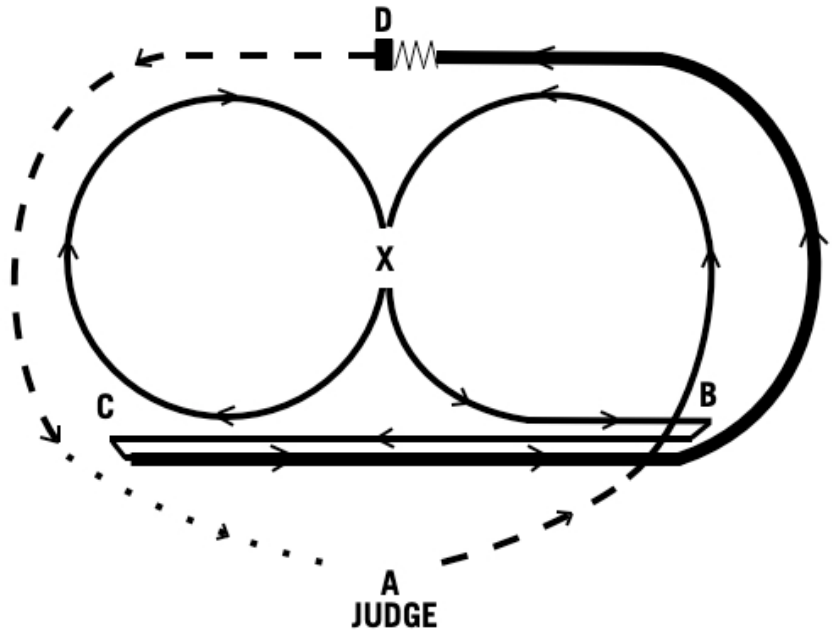
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP3

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



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

Judge: _____ **Date:** _____

Scoring Scale

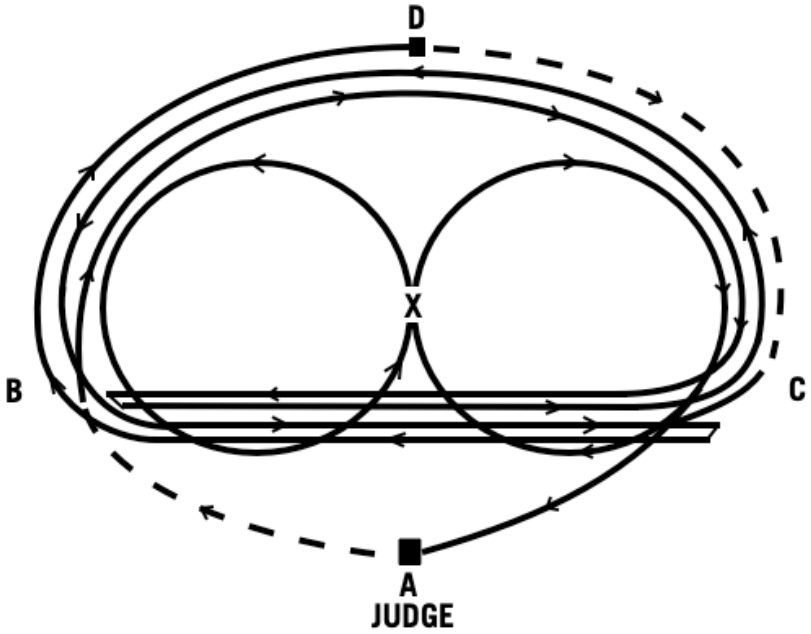
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP4

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Trot to B, canter around to C and across to B	10	
3	Roll back left, canter around to B and across to C	10	
4	Roll back right, canter around to D	10	
5	Stop and settle	10	
6	Trot to C and canter to X	10	
7	Simple Change	10	
8	Canter circle left	10	
9	Simple change at X	10	
10	Canter right, stop at Judge	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

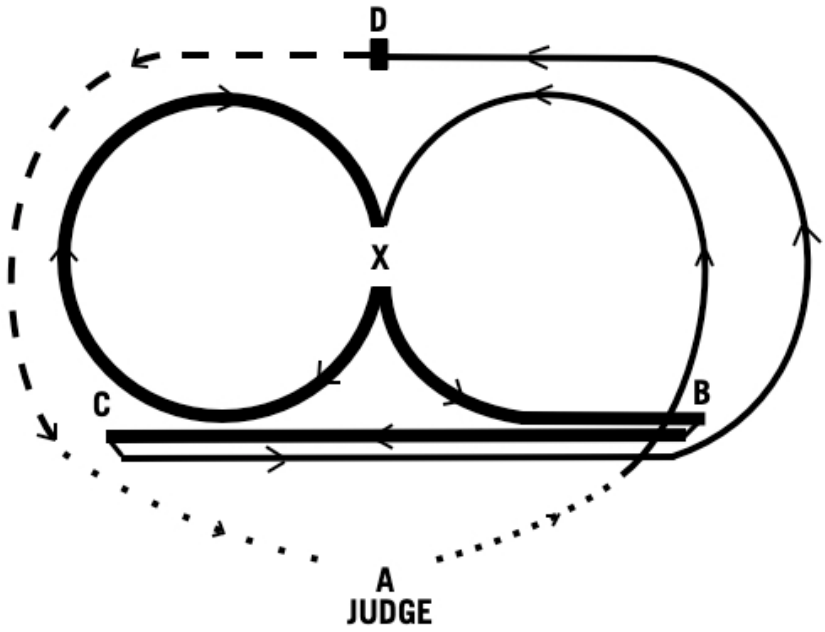
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP5

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



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

Judge: _____ **Date:** _____

Scoring Scale

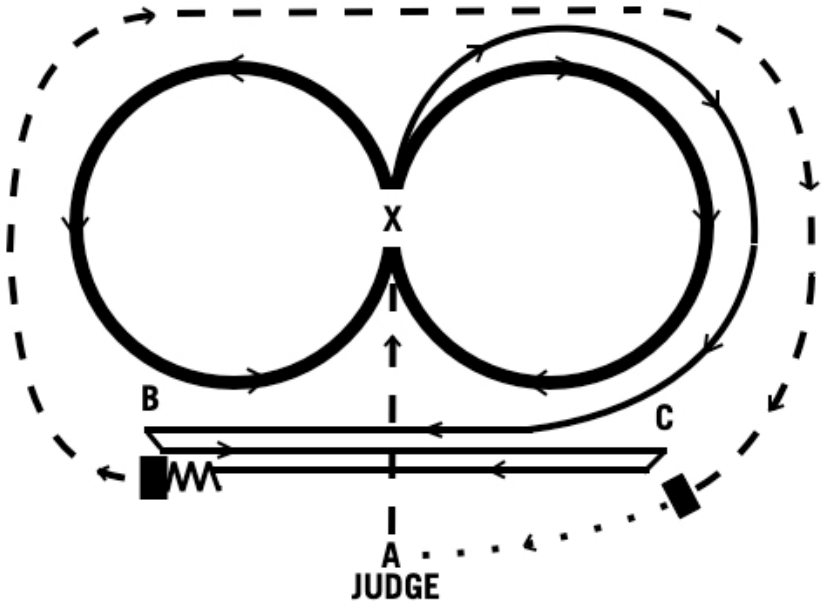
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP6

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		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	

Judge: _____ **Date:** _____

Scoring Scale

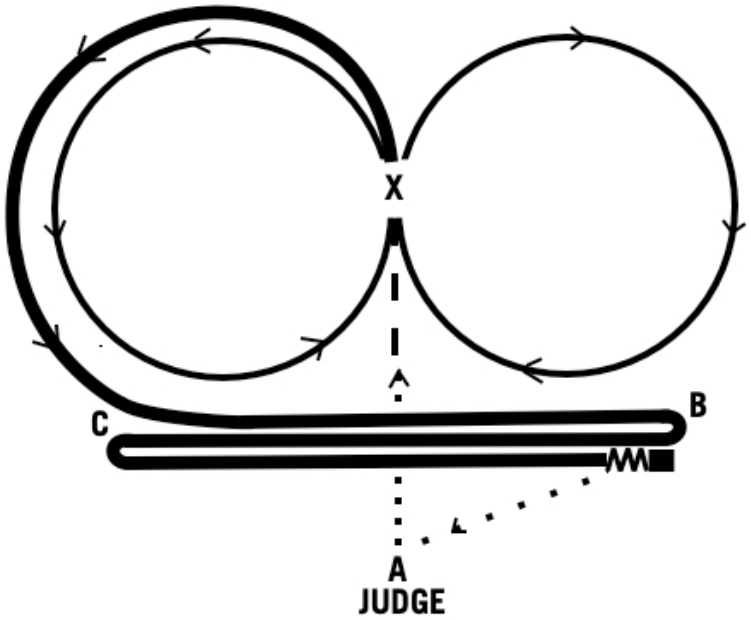
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP7

Australian Stock Horse SOCIETY

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

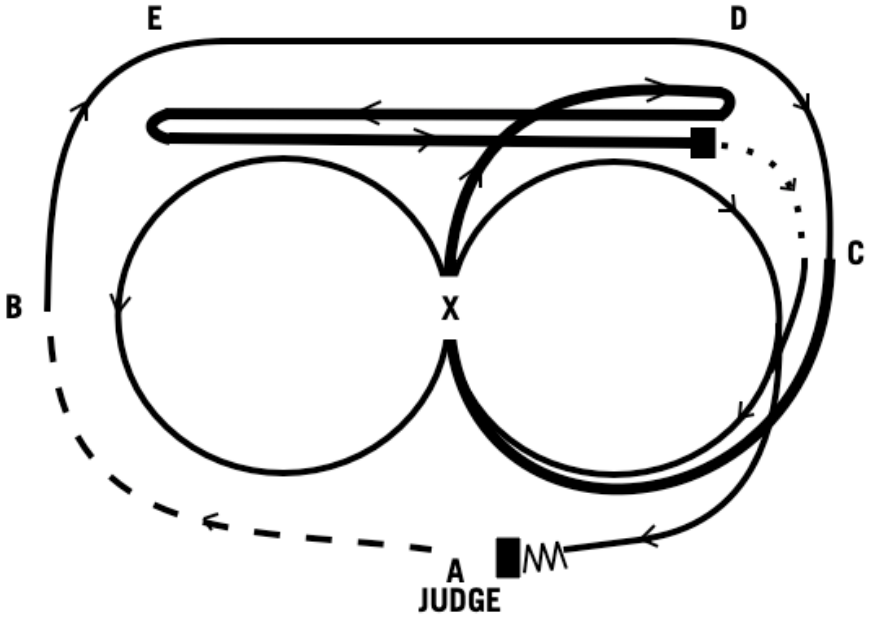
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP8

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Trot to B and canter to C	10	
3	Gallop to D and haunch turn right	10	
4	Gallop to E and haunch turn left	10	
5	Gallop to D, stop and settle	10	
6	Walk to C and canter to X	10	
7	Flying change at X	10	
8	Canter circle left	10	
9	Flying change at X	10	
10	Canter circle right towards Judge and stop facing Judge. Settle and rein back 3 metres	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

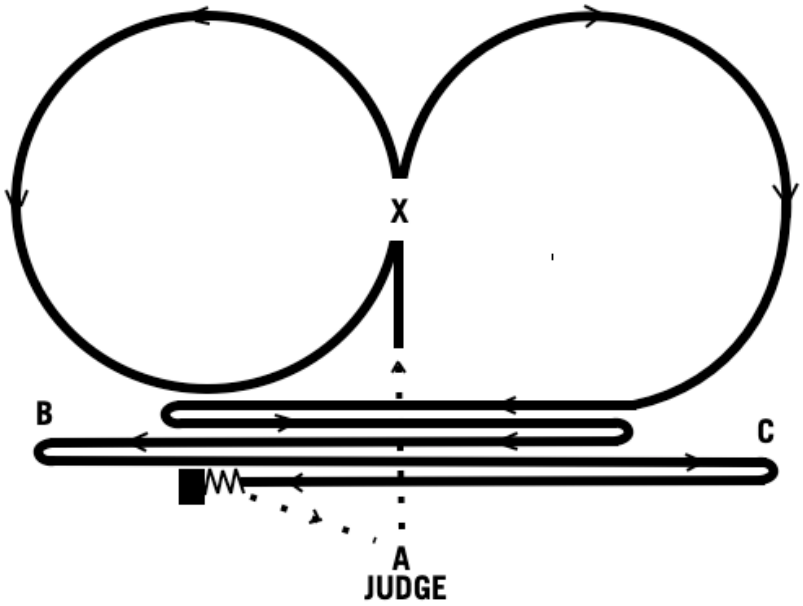
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP9

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation & 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	

Judge: _____ **Date:** _____

Scoring Scale

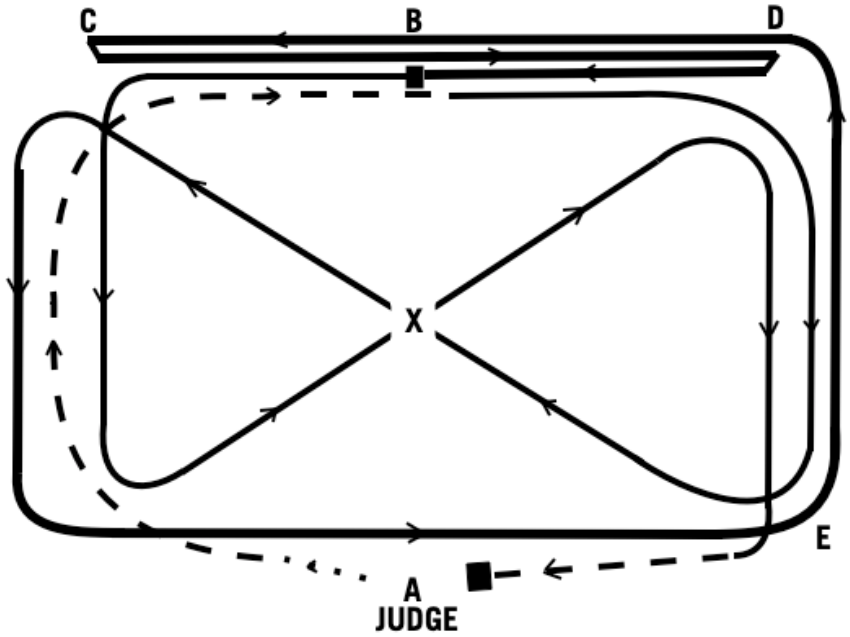
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP10

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Walk a short distance, trot to B, canter to E across diagonal to X	10	
3	Flying change at X	10	
4	Canter to C and track left, hand gallop around area back to C	10	
5	Roll back left and hand gallop to D	10	
6	Roll back right and hand gallop to B	10	
7	Stop at B and settle	10	
8	Canter left lead across diagonal to X	10	
9	Flying change at X	10	
10	Canter right to E, trot to A, stop and rein back 3 metres	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

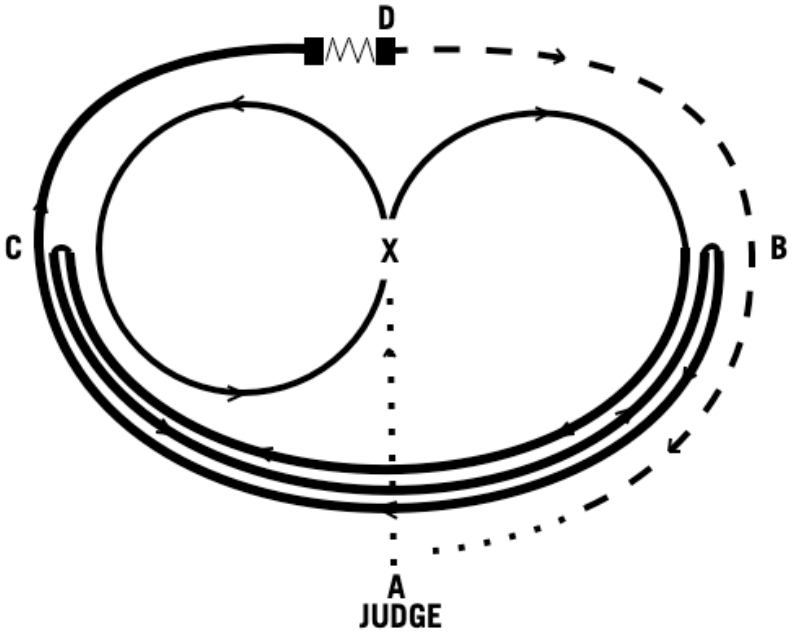
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP11

Australian Stock Horse SOCIETY

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

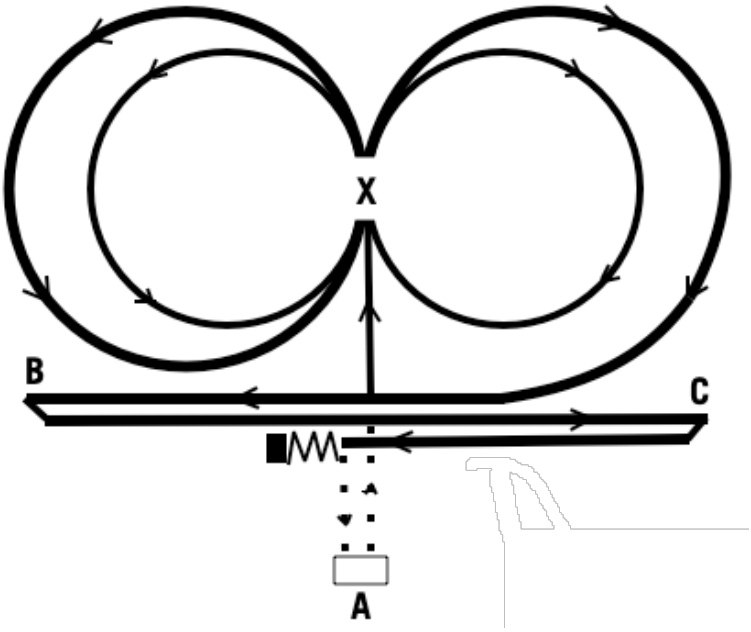
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

WORKING – WP12

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Walk a short distance, canter on left lead. At 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 right, continue onto B	10	
7	Stop at B, roll back left and gallop to C	10	
8	Roll back right	10	
9	Gallop past centre line, stop and settle	10	
10	Rein back 3 metres and walk to Judge on loose rein	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

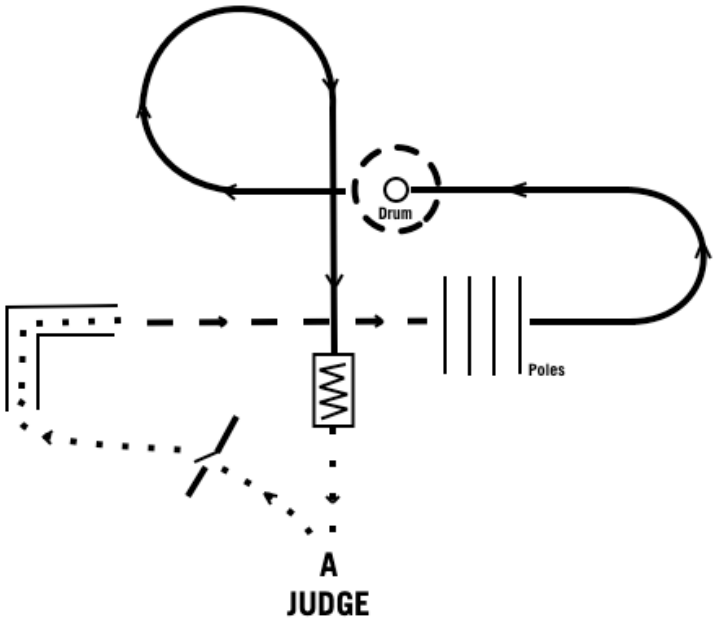
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

UTILITY – 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

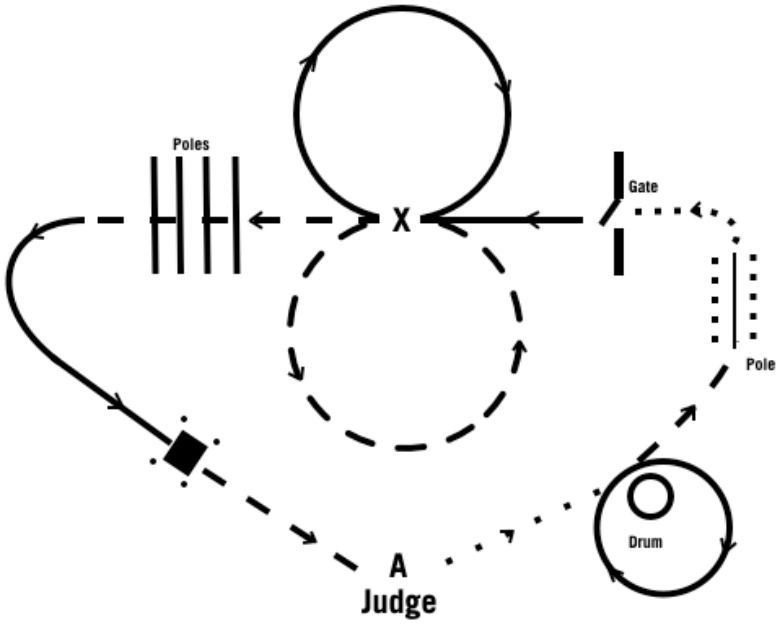
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

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

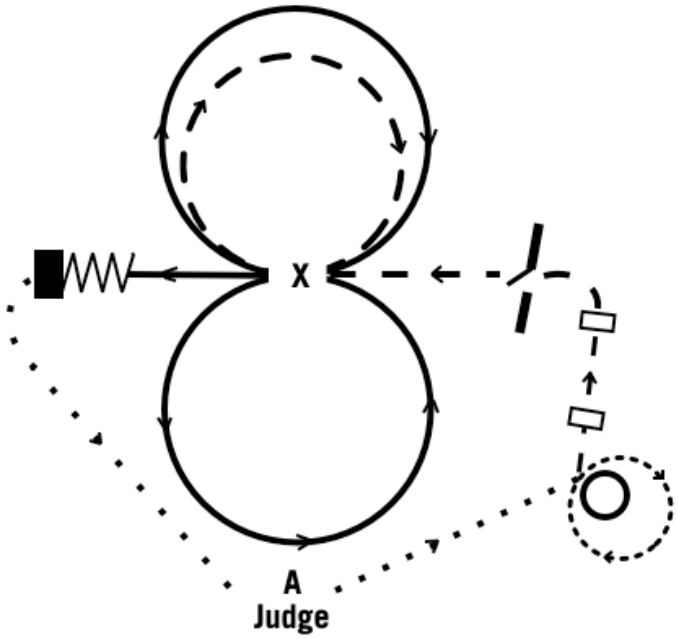
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

STATION HORSE – SHP1

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, walk a circle around drum and replace coat on drum	10	
3	Dismount and lead horse at trot to gate and remount	10	
4	Pass through gate keeping hand on gate at all times	10	
5	Trot forward and trot circle to right	10	
6	Canter a circle to left	10	
7	Flying change at X	10	
8	Canter a circle to right	10	
9	After centre stop, settle and rein back 3 metres	10	
10	Walk back to Judge on loose rein cracking whip	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

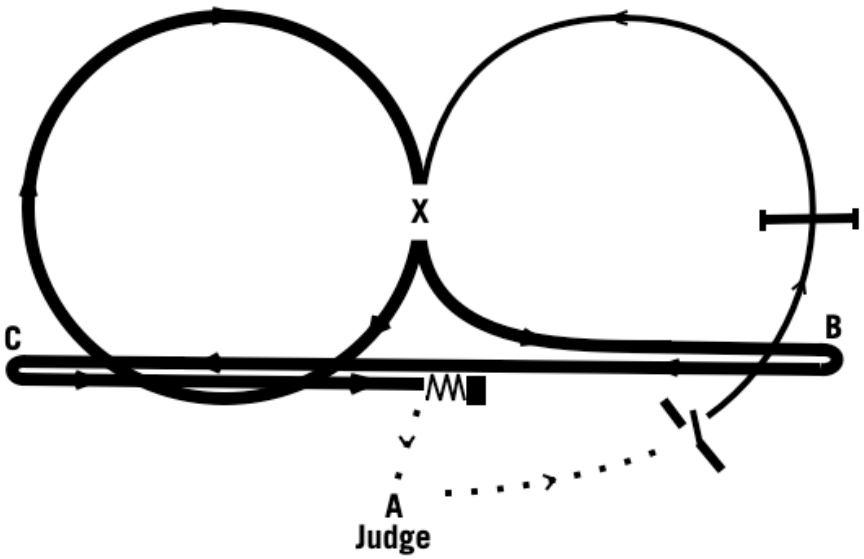
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

STATION HORSE – SHP2

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk to gate, open and close gate keeping hand on gate	10	
3	Canter from gate over obstacle around to X	10	
4	Flying change at X	10	
5	Hand gallop 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 past centre, stop and rein back 3 metres	10	
10	Walk to Judge on loose rein cracking whip	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

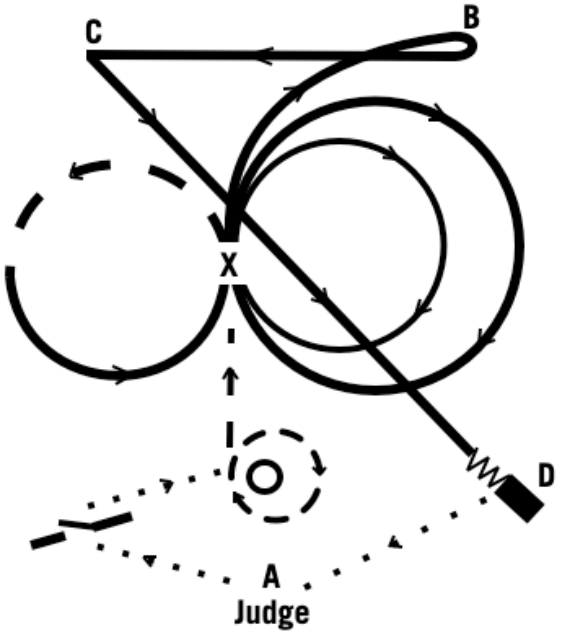
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

STATION HORSE – SHP3

Australian Stock Horse SOCIETY

Event _____ **Class** _____

Horse _____ **Rider** _____



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

Judge: _____ **Date:** _____

Scoring Scale

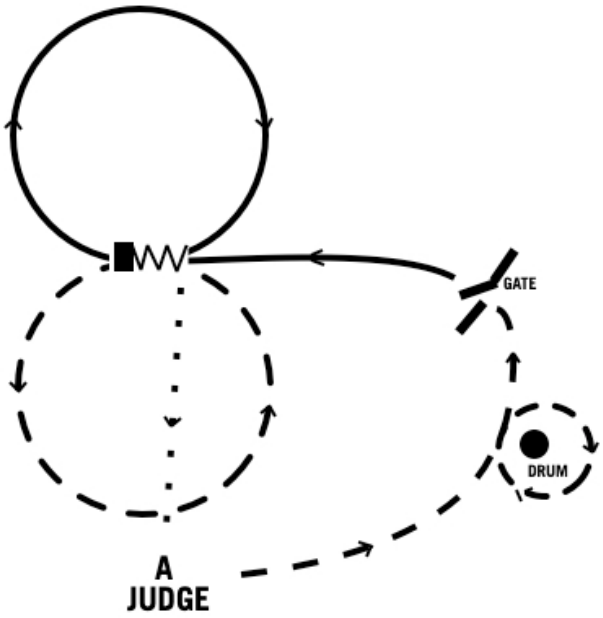
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

STATION HACK – SHAP1

Australian Stock Horse SOCIETY

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 and pass through and close gate keeping hand on gate at all times	10	
6	Canter circle to right	10	
7	Trot circle to left	10	
8	Stop in centre and stand for 5 seconds	10	
9	Rein back 3 metres	10	
10	Return to Judge at walk on loose rein	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

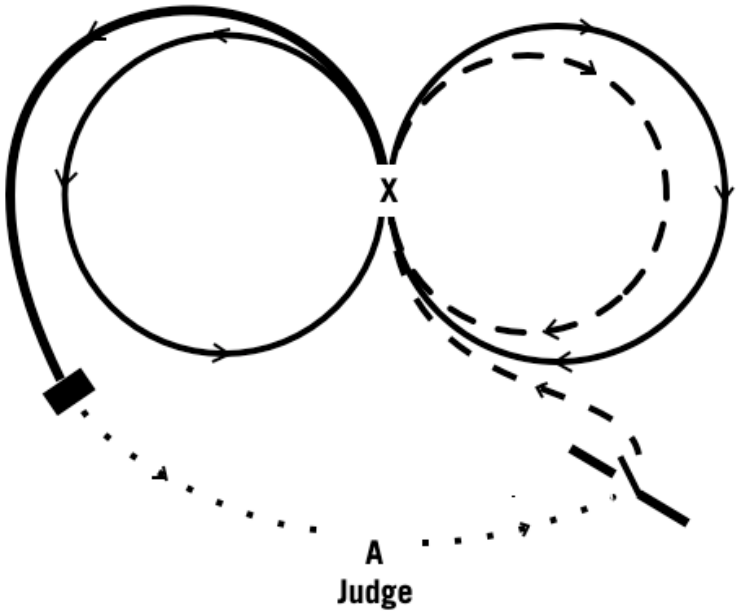
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

STATION HACK – SHAP2

Australian Stock Horse SOCIETY

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 and pass through and close gate keeping hand on gate at all times	10	
4	Trot across to X and circle right	10	
5	Canter circle to left	10	
6	Simple change at X	10	
7	Canter circle right	10	
8	Flying change at X	10	
9	Hand gallop large ½ circle around to B	10	
10	Stop, settle, dismount and remount then walk on light rein back to Judge	10	
	Total	100	

Judge: _____ **Date:** _____

Scoring Scale

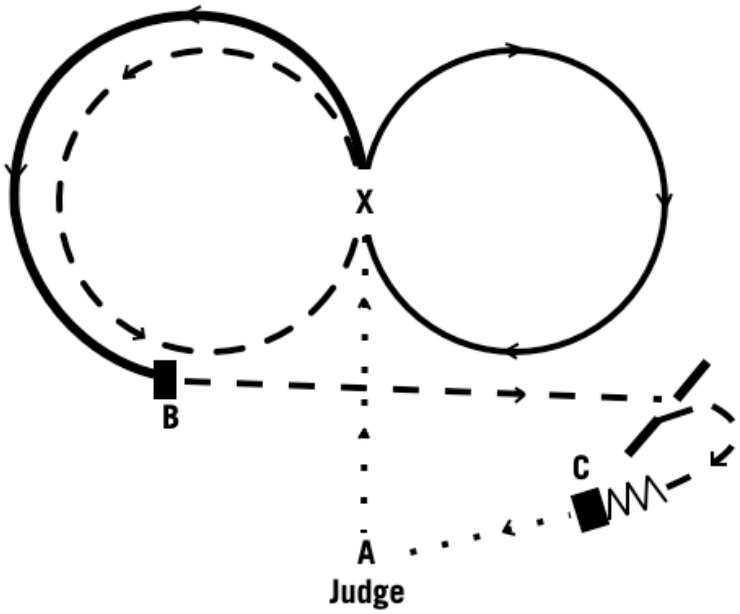
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

STATION HACK – SHAP3

Australian Stock Horse SOCIETY

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 to left	10	
4	Canter circle to right	10	
5	At X flying change	10	
6	Hand gallop ¾ loop to B	10	
7	At B stop, dismount and remount	10	
8	From B, trot to gate and pass through gate keeping hand on gate at all times	10	
9	Trot to C and Stop settle 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

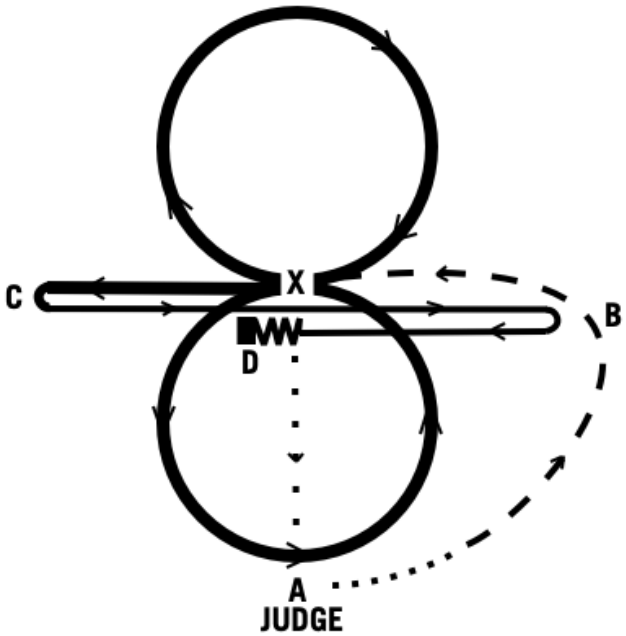
ASHLA – AP1

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:** _____

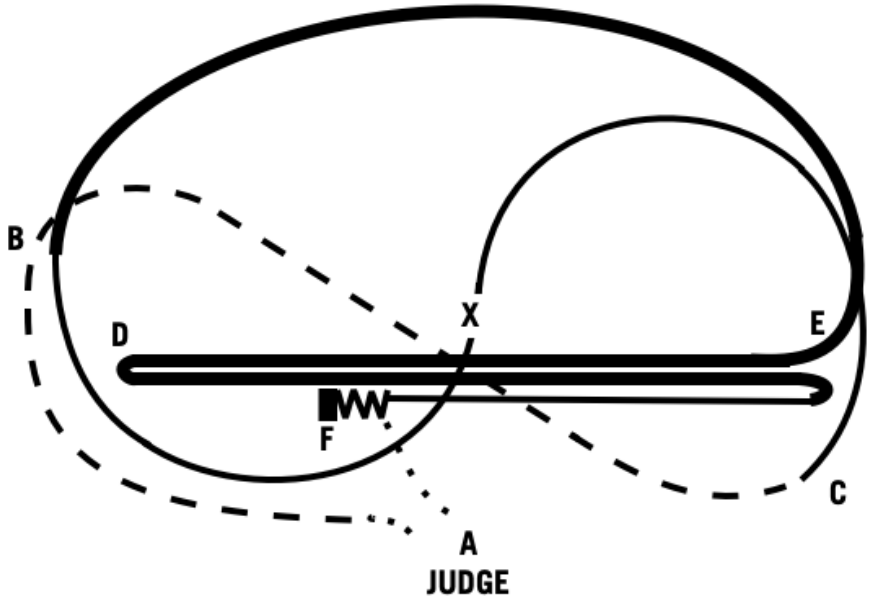
ASHLA – AP2

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:** _____

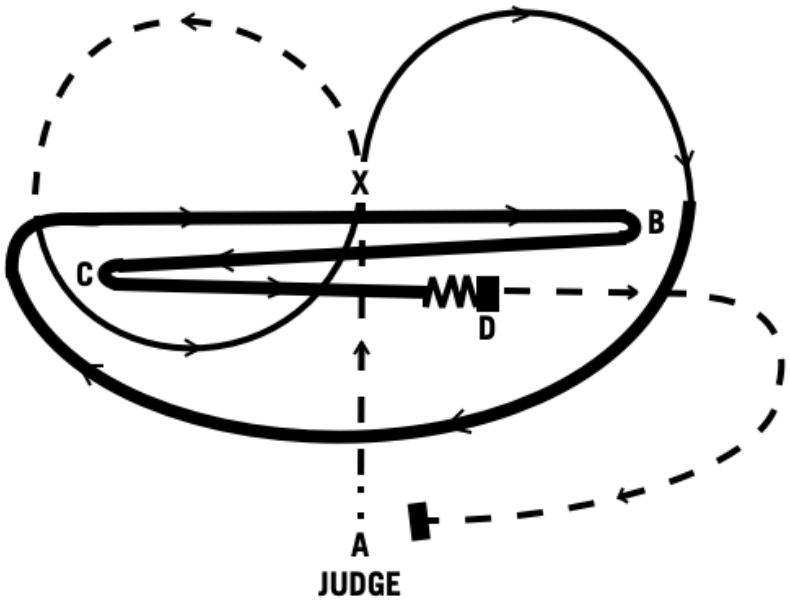
ASHLA – AP3

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:** _____

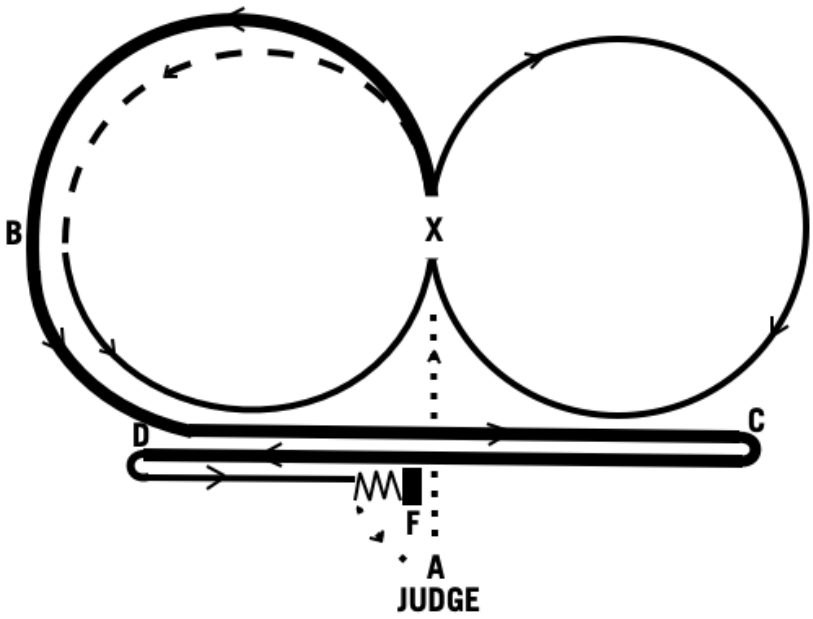
ASHLA – AP4

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**

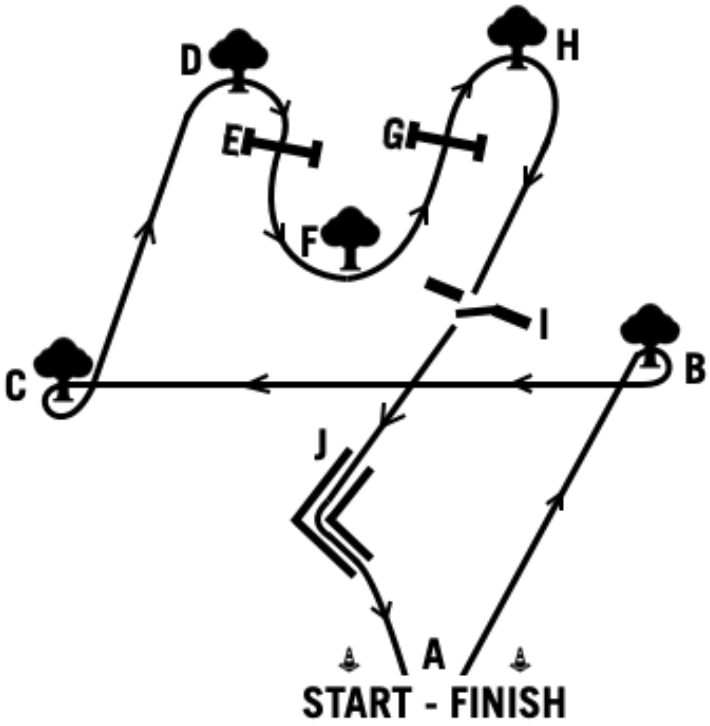
Judge: _____ **Date:** _____

TIME TRIAL – 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.		

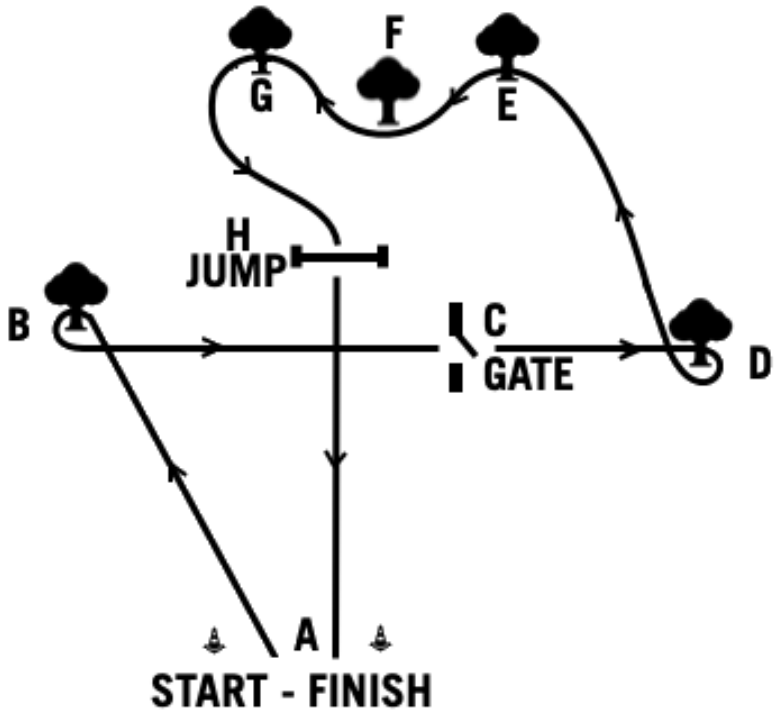
Judge: _____ **Date:** _____

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.		

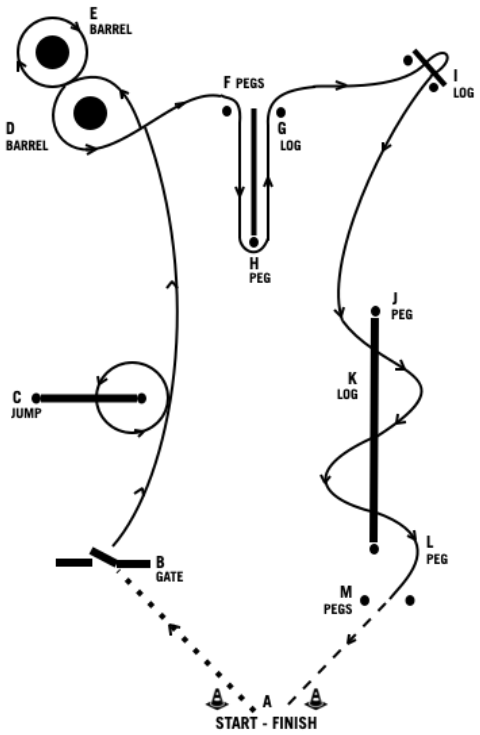
Judge: _____ **Date:** _____

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.		

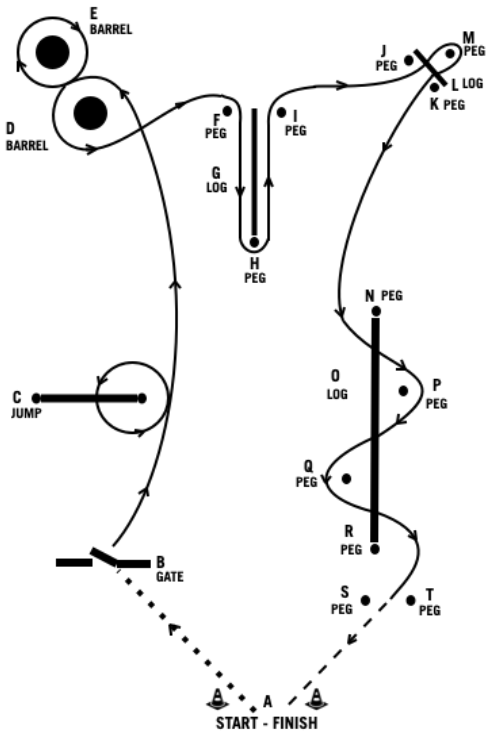
Judge: _____ **Date:** _____

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 through course to S & T.
- 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	• 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:** _____

Notes