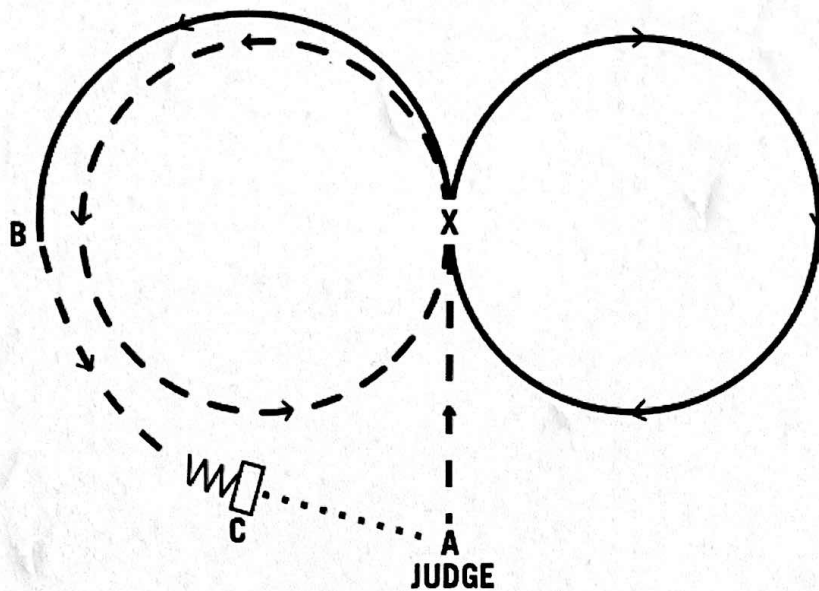




HACK – HP1

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

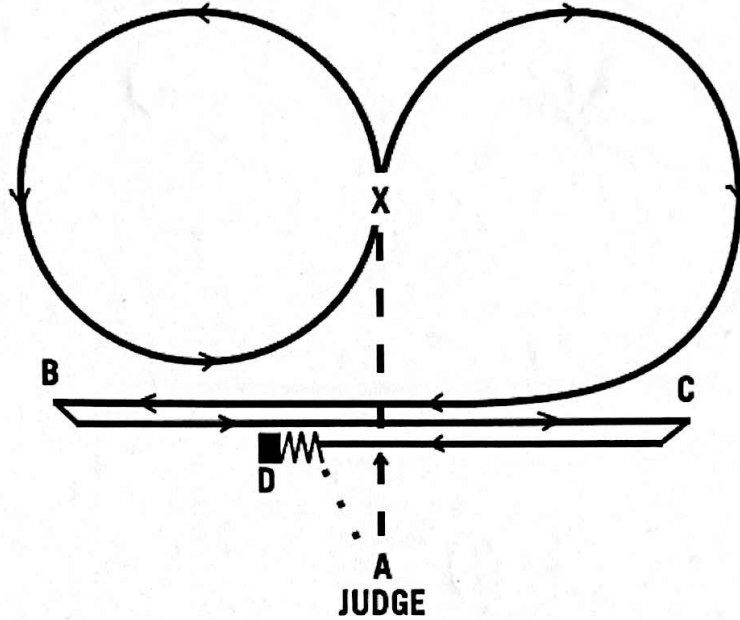
0	1	2	3	4	5	6	7	8	9	10
Not Executed	Insufficient			Satisfactory			Good		Excellent	



WORKING – WP1

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

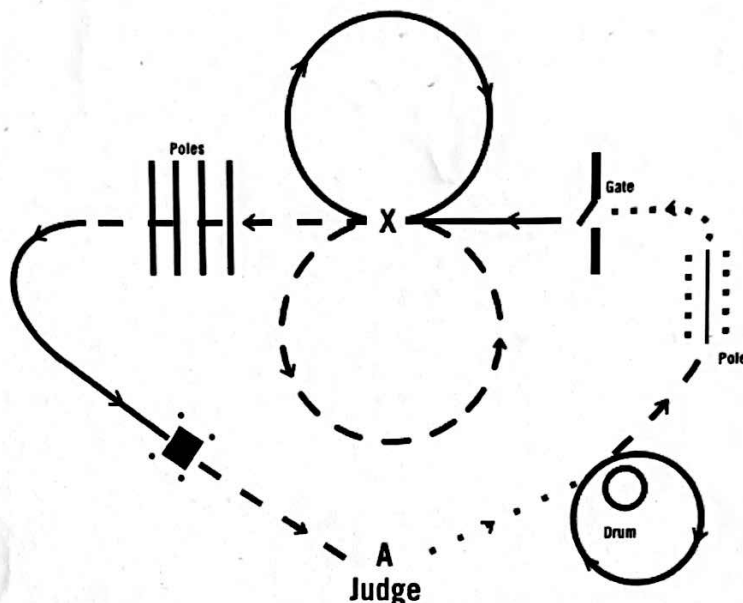


Australian Stock Horse
SOCIETY

UTILITY – UP2

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